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Game guides, top  
tips and sneaky  
cheats!

**OFFICIAL UK**

ISSUE 55

# PlayStation Magazine

## RESIDENT EVIL 3 NEMESIS

IT'S THRILLS, CHILLS AND JILL BAIT IN  
OUR TERROR-IFIC EXCLUSIVE REVIEW!

## IN COLD BLOOD

Pssst... Want the inside scoop on the next Metal  
Gear? We unmask Sony's top secret project!

## INCOMING!

PlayStation2 overdose!  
Shiny new shots of  
Tekken Tag,  
GT2000, Ridge  
Racer V, ISS  
2000 and too  
many more!

## REVIEW AVALANCHE!

RESIDENT EVIL 3: NEMESIS  
GRAN TURISMO 2  
ISS PRO EVOLUTION  
F1 WORLD GRAND PRIX  
TRICK 'N' SNOWBOARDER  
HELLNIGHT  
OVERBLOOD 2  
RISING ZAN: SAMURAI  
NHL FACE OFF 2000  
MARY KING'S RIDING STAR  
ACE COMBAT 3: ELECTROSPHERE  
SHADOW MADNESS  
INTERNATIONAL TRACK AND FIELD 2  
SUPERCROSS 2000  
JURASSIC PARK: WARPATH  
VIGILANTE 8: 2ND OFFENCE  
REEL FISHING  
ARMY MEN: AIR ATTACK  
TRIPLE HIT BASEBALL  
NBA SHOWTIME  
AND MORE!

## GRAN 2 TURISMO REVIEWED!

We get under the bonnet of  
the ace racer. Huge review!



QUAKE II - FULL GUIDE ■ DUKE FOR PS2 ■ FIRST UNREAL SHOTS!  
SPIDER-MAN ■ THEME PARK WORLD ■ PREMIER MANAGER 2000  
DUKES OF HAZZARD ■ GTA2 - ALL CITIES MAPPED ■ F1 2000 INFO

155 mph

ambient

## Welcome to driving heaven

It's a Corvette Stingray in Rome. It's a Chevy Camaro Z28 with space in the back.  
It's a Subaru Impreza rallying on the Tahiti beach. It's 28 tracks.  
It's over 550 (count 'em!) of the world's finest motors at your or-waxed fingertips.

It's heaving with so much horsepower we need a two-piece.  
It's GT2. It's heaven.

And it's here.

AOXB

[www.playstation.co.uk/GT2](http://www.playstation.co.uk/GT2)



DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

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PLAYSTATION  
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## Editor's Letter

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First, a question.  
When you buy a  
game, what do you  
look for? Eye-popping  
graphics? Sublime  
characterisation?  
Hollywood-topping  
plot? The reason I ask

is that a couple of other potentially  
purchase-altering factors have raised their  
heads this month – realism and originality.

With realism, it's a split decision dependent  
on the game. Some times you want to race a  
Dodge Viper around the Laguna Seca Raceway  
and have it at least simulate the physics of the  
real thing (hello our Gran Turismo 2 review on  
page 94). Other times, you want to pilot a  
moon-bike-powered silver rocket on a look-Ma-  
no-tentacles astro-joyride to the planet Qwarg.  
You pays your money, you get a nice game in a  
box carrier bag. Job done.

Originality? Originality's another matter. As  
noted in our Japanese column, the mystical  
East is teeming with lobe-boggling games that  
Johnny Westerner is unlikely to ever play. All  
very nice but do we really want hamburger  
recipe games and airplane boarding sims (and  
yes, both exist) purely because they're original?  
Should we turn up our noses at the ballistic  
Res 3 or even GT2 just because they're sequels  
or 'not original'? A weighted average but it  
does raise a few issues.

First, PSM will always, always champion  
the original. Second, PSM will similarly always  
look at sequels with fresh eyes, disregarding  
both gamer's innate cynicism and 'franchise  
value' (or whatever). Third, PSM would very  
much like a hamburger game to land on these  
shores, but if it means that we can't have a  
new Resident Evil, then it can damn well stay  
over in Japan. And like it.

All of which, in a convoluted type way, is  
our way of saying we're going to cover  
ABSOLUTELY LUTELY EVERY GAME IN  
THE WORLD EVER as we take PSM into the  
next (last?) for 10 millennium, both PS1 and 2.  
Having our cake and eating it? Damn straight.

Fancy a slice?

*Mike Goldsmith*

Mike Goldsmith (Editor)

OFFICIAL  
EXCLUSIVE!



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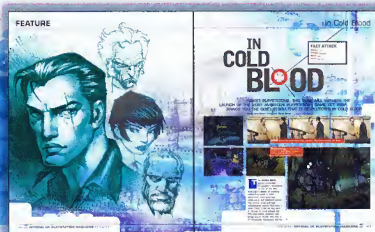




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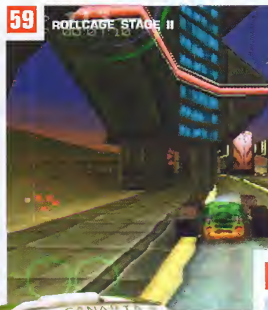
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**"We've produced an action-based game that's primarily about stealth"**

IN COLD BLOOD PAGE 042

**"Many of today's mini-games were considered to be state-of-the-art"**

MIDGET GEMS PAGE 062



### World Championship Snooker



### Rally Masters





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## Resident Evil 3: Nemesis

Fill your pants and your boots with our massive exclusive review

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## MUSIC 2000

Music is the PlayStation 2's most popular genre

## ACTION MAN: MISSION XTREME

The world is in a state of chaos. Only the most elite can save it. This is the story of the world's most elite. Only the most elite can save it. This is the story of the world's most elite.

## F1 '99

The very latest world based on PlayStation 2's most popular genre. It's the story of the world's most elite.

## ACE COMBAT 3

It's a top-down jet and how it flies. It's a top-down jet and how it flies. It's a top-down jet and how it flies.

## EAGLE ONE: HARRIER ATTACK

Use double shock buttons to control the Harrier. Use double shock buttons to control the Harrier. Use double shock buttons to control the Harrier.

## COLONY WARS: RED SUN

The long-awaited follow-up to PlayStation 2's most popular game. The long-awaited follow-up to PlayStation 2's most popular game.

## MICRO MANIACS

The little people are out of control. The little people are out of control. The little people are out of control.

## TEAM BUDDIES

Imagine Marmite meets the PlayStation 2's most popular game. Imagine Marmite meets the PlayStation 2's most popular game.

## GRAN TURISMO 2

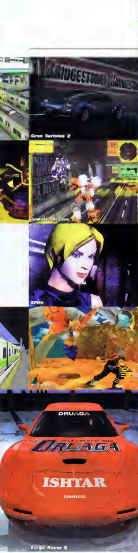
Another chance to win the PlayStation 2's most popular game. Another chance to win the PlayStation 2's most popular game.

## YUJ

Supplement your CD with the PlayStation 2's most popular game. Supplement your CD with the PlayStation 2's most popular game.

**TURN TO PAGE 143 NOW!**





## A SNEAKY PEAK AT THE FUTURE'S MOVERS AND GROOVERS

# PLAYSTATION2

- ⓐ Screenshot overload!
- ⓑ Hype overload!
- ⓒ Coverage overload!
- ⓓ Overload overload!

Enter our PS2 coverage kicks off in full next issue, here are a few treats...

The pre-Xbox genre call went something like this...

"Evening, Official here. Can we have some pictures of your PS2 games?"

"No, you can't - it'll stop people buying games for the original PlayStation. Here about some shots of Thomas Roca Roca's Volare XII instead, so the fans will see what to expect from BMW's new car..."

Obviously our industry didn't stop there and we've brought you some of the best PS2 games around. However, post-Xbox and it's a very different story. Deal now titles such as Jet Set Radio are being announced to put those dubious Xbox rub-releases to shame while publishers are feverishly beginning to leak out details of their full PS2 range. Yes, the games industry has seemingly woken up to the fact that gamers have the in-it-for-itself to enjoy - and yes, buy

- the likes of Gran Turismo 2 for PlayStation2 but also want to read about The Gunter for PlayStation2. Yes, they can do both. Like, duh.

Enough blabber. The screenshots of this spread show just how far games such as Tekken Tag, Onimusha and Ridge Racer V have come on and with just a few weeks to go now and that 4 March launch, our coverage is set to go postal as of next issue. We can't wait and it's with this in mind, that we'll like to make an announcement or five.

- (i) Describe what you read elsewhere, the ONLY UK magazine with a PlayStation2 BEFORE the Japanese launch will be Official UK PlayStation Magazine. Yes, we'll have it in early February. Brilliant.
- (ii) Yes, we will be travelling over to Tokyo for the launch to bring you the exclusive coverage on this huge event.
- (iii) We'll also be giving you the chance to see your very own PlayStation2, months before the UK release.
- (iv) And before you ask, we're NOT stopping our coverage of the original console. Games for Colin McRae Rally 2, Jural and Driver 2? Already in the bag.
- (v) And finally yes, we are very BLOODY EXCITED indeed about point (i)...





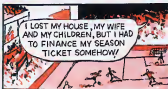
BIG SIGNING-ON FEE, BIG CONTRACT, BIG CAR  
BIG EGO, ALL WAS GOING WELL FOR RED'S  
NEW FOREIGN STRIKER, ROBERTO FORTUNA.  
NOW HE WAS AFTER A BIG BOOT DEAL....



ROBERTO'S BROTHERS, A COUPLE  
OF MERCENARY AGENTS, HAD  
BLAGGED FREE TICKETS FOR THE GAME.



MEANWHILE, IN THE  
CORPORATE BOX...



The businessmen are winning. You need to bring on a substitute.  
Whatever football game you've got, replace it with  
THIS IS FOOTBALL and make the beautiful game beautiful again.

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# FEEDBACK

SOMEONE DISCOVERS THEIR CONSCIENCE THIS MONTH, WHILE SOMEONE ELSE IS VERY CONFUSED INDEED. AND WE SET THE TONY HAWK'S HIGH SCORE.



## EDITED BY

Dan Meyers: PSMA's sensible  
and discerning news and tips  
editor. Mail us chain quines  
and quack one-liners!  
psamag@psonline.co.uk

Like ask me I can play 7000  
Raido 4 on my ZN31? PS2  
giving a 11 on 10  
technological superior to  
anything we've ever seen before  
that I can't PlayStation  
hardware won't be able to  
cope to I replace it something



## DIGITAL DISCS

I've been following with much  
interest all the gossip on  
PlayStation2, which I feel is all very  
exciting – the big pluses being  
backwards compatibility and being  
able to play DVD's (being a hearing  
impaired person I rely on subtitles  
when watching movies. As I  
understand it, many DVD discs and  
players have options that enable the  
user to access subtitles. Will the  
PS2 be able to access them?

Ben  
London

PlayStation2 is a fully functional  
DVD player as well as a games  
console. It, therefore follows that, with  
extra hardware and a DVD movie it is  
accessible. Ergo PlayStation2 will  
give access to subtitles and you will  
then be able to read and enjoy the  
Dolby Digital movie classics as Return To  
The Blue Lagoon and James 3D. This  
is A Good Thing.

## MOVING FORWARDS

First off, it's nice to say  
congratulations on the new look  
PSM. I love it, and I think that it's  
a classic movement on the old  
one. But cut with the old and on  
with the new – let's talk  
PlayStation2. The PS2 is, as we are  
all glad to know, backwards  
compatible. But will PlayStation be  
forwards compatible?

Rik: Boyle  
e-mail

Which is kind of



## STAR LETTER

### MORALITY BITES

Whilst re-playing Rhoemers Stronghold, in Syphon Filter, I  
hesitated before killing one of the targets that I had always  
shot straight away – the scientists. To my horror they went down on  
their knees, put their hands behind their heads and said "I'm unarmed  
– please don't kill me!" (But you have to kill horrible)

Now, if there's a huge tiger and the only question is which one of  
us is going to get out of the quarry alive, then there's no contest. And  
although it's not altogether a fair fight – my pistols against his teeth  
and claws – if he gets close enough, he'll do enough damage to kill me  
quicker than I can kill him. So sorry, tiger, Endangered or not, off you  
go to the great Safari Park in the sky.

I do have a problem with killing the unarmed people, though, even  
if they're not real, and especially if they are begging to be saved. But  
the mission can't be completed without it. I hope I am not alone in  
feeling uncomfortable with this. This is the first game in which it has  
happened to me. Everything else that I have had to kill posed an  
immediate threat to me, and in some games (Tony Hawk, Resident  
Evil, Metal Gear) I get as much, if not more, satisfaction from  
successfully avoiding the

animals/criminals/gangbangers  
as from killing them.

Rod:cca  
e-mail

A good point. At the moment,  
games tell us that characters  
are disposable, and that it's  
OK to shoot targets  
indiscriminately. This is an  
angle that the mainstream  
press were determined to  
highlight as a root cause of  
corruption and violence in the youth of today. It's an old argument  
that's been levelled at every form of mass media this century. However,  
games are becoming more sophisticated, artificial intelligence is  
improving dramatically, so at some point developers will start dropping  
moral issues into their games. If a single-player character is capable of  
fixing a problem through, let's give them some freedom to make  
decisions and to change the outcome of a game for the player. Once  
that starts happening the way we play games will change and become  
over more complex. In your case, lack of choice was the problem.

There's a scene in Metal 01 horror where you round a corner to  
discover a trio of soldiers snacking bags and having a chat about  
their wives and kids (probably). Here you're faced with a choice. Blow  
them up, or leave them be. You decide. Your choice. Kid's stuff? Hah.



To fire, or not to fire? That is the  
question. Whether the soldier to which the  
soldiers are superior. Or better yet, no...

# LETTERS



**LOOK,** no tearing, no pop-up, lovely textures... and all in game footage. **Support:** Ten out of ten. Obviously.

## PUSH THE ENVELOPE

How do you justify awarding games like *Tomb Raider 4*, *Quake II* and *Spyro 2* ten out of ten for graphics when those of *FFVIII* are far superior and push the machine to its considerable limits? Surely *FFVIII* should be the benchmark.

**Kuco**  
e-mail

Interesting point, if somewhat misguided. Yes, the FMV sequences in *FFVIII* are jaw dropping examples of the pinnacle of PlayStation artwork. But the in game graphics aren't exactly mind-blowing. The reason games like *Quake II*, *Spyro 2* and *T&E* get high marks is because they push to the limits of in game graphics, cutting down all that pop up and leaving that was so prevalent at the birth of the console. Anyway at the time we received this mail *Spyro 2* and *Tomb Raider 4* weren't even on the shelves, so how do you know what they are like graphically? Hrrm

## HAVE A GO HEROES

My friend and I have been having a few fights over a particular point to do with *Final Fantasy VII* and *VIII*. Since you at PSM are like the Gods of PlayStation I thought you could sort us fighting. Presuming that Cloud is not oddly proportioned, who do you think would win a fight - Squall or Cloud?

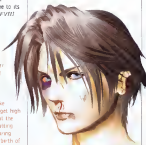
**George Hill**  
e-mail

...in *A*... theme...  
Feedback to PSM: incredibly noisy snare, the tempo of who's it's...  
handed in a game. Let's look at...  
your version. Squall winning his...  
advantage must be at an instant...  
advantage by virtue of the fact that...  
his weapon is a gun. And a blade...  
Similarly sworded up, Cloud puts...  
himself at a distinct disadvantage by...  
having multiple personalities. The...  
argument could rage all night...  
Cloud's deformed, Squall's got pigg...  
eyes, Cloud's got daff hair, Squall's...  
a bruvver girl. But everybody knows...  
as a could spank both of them with...  
one arm tied behind her back.

## TOP SKATERS

I can beat your score for *Tony Hawk's*. You stated that your best score is 38,900 pts. Check out my high score 59,033. That's not my best either. My best is 79,666 but I haven't got that film developed yet.

**Mr S Noble**  
Perthshire

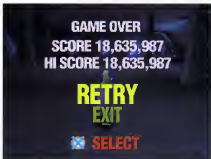


## YAROSE DOES IT

I am writing to ask if black PlayStation are still available, and if so, where can you get them? When I bought my PlayStation I had heard about them, but I didn't know what they were until I borrowed PSM42 from a friend. I am interested in programming, but using a ZX Spectrum gets boring.

**Mark Rick**  
Leicester

Interest in the black, programmable PlayStation they call Yaroze has waned down in recent months. That said, call us PSM Towers suggest you let want the Yaroze games to return to our cover. But: Why have they dropped off? Because none have



The challenge is lost, the gamster has been thrown down. Any others?

Further to Mr Noble's entry, and a number of phone calls implying the PSM team are a bit limp, our best score is now 18,635,987. Come and have a go now. Bush his he-ho...

born submitted via e-mail of quality. The solution is simple. Sony still support Yaroze on their Website so order one from there for get a second-hand one from such newsgroups as alt.games.sony.yaroze, get programming and give us your best efforts. Oh, you'll need a PC too, and knowledge of C++ and Visual Basic. Saluton? See PSM42 for our full explanatory notice.

All letters are assumed to be for publication unless marked otherwise. We reserve the right to edit letters for reasons of space and style. We cannot answer letters personally.

## Write Us!

Write us here with your *Reality Bytes* stories, *Readers' Chats*, *Booby entries* and just about anything else. Also remember to check out our space site at [www.psonline.co.uk](http://www.psonline.co.uk). Go-line newsletters on their way!

## FEEDBACK EXTRA

NOTES PLUCKED FROM THE HESSIAN FOLDS OF POSTBAG-SAN

**Cool Tin** (No. Really) least from the big pile of readers rambles this month with the question, "Why is Pac-Man a 12-card-over game?" Dumbo mate. Something to do with popping pills? **Muscular Tim** **Belastone** from Have clipped in with, "I am disgusted by the price of games today. The cheapest new game

I could find was £29.99." Ooh, back in my days, it were... Well, yes! The PSM redesign was the subject of heated debate. Well, eh. Waiting in with an ascribe take on our redesign came **James Robertson**. "Now this might sound bad, but I like your mag and I don't know why you changed the design of it. It's

really confusing to use after I had got used to the other design. WHY!!!!!! Eh? Calm down Jim, you'll do yourself a mischief. **Frightfully Sane** **Kinda** levelled a threat in the direction of Mr Koran. "I'm willing to say how annoyed I am about it all the more dates I'm getting for *ISS Pro Evolution*. I'm on the verge of suicide. I don't know if I'll wait until February." Steel, it's only a videogame... (Myers, article - 69)



AFTER CENTURIES OF AGGRESSION, WE  
ENTER THE NEW MILLENNIUM WITH  
RENEWED HOPE. PEOPLE WILL REALISE  
THAT ALL THE FIGHTING, ALL THE WARS,  
ALL THE BATTLES SIMPLY LEAD TO LOSS,  
POVERTY, SOLITUDE. SELF-AWARENESS  
WILL KICK IN, ANGER WILL SUBSIDE,  
VIOLENCE WILL BE SUPPRESSED, TEMPER  
WILL BE SUBDUED AND THE WORLD WILL  
FINALLY HAVE EVERLASTING  
**FOOTBALL**



# LOADING

**ALL THE NEWS  
FROM THE WORLD  
OF PLAYSTATION...**

## THIS MONTH...

### UNREAL

World exclusive! The PC's coolest special-interest is coming and we've got the photo album **page 114**

**OFFICIAL  
EXCLUSIVE!**

### THE KINGSLEY BROS

The developers behind *Time 2's* Rainbow Six talk past, present and PlayStation2 future **page 116**

### MOVIE MADNESS

Break into an on the latest Hollywood dealings, as Kamen sign up: The Memory and share **page 122**

### NURSE PAIN

Once more into digitally dark hands as Ms Mandy gives her verdict on her blur **page 122**

### PLUS!

MORE ON THE P22-SOUND DANCE MOVIE... LA'S CATCATCHER... GIGANTIC EXPRESS AND THE WORLD OF NIKITA... THE CHAMPIONS LEAGUE 1999/2000... CHATC...



The cars, drivers and tracks have all been taken from the last (and only) F1 2000 season. You'll be able to enjoy a full season as it unfolds for real.



Photography: Matthew Lee-Brown

**"You'll be able to play along with the new season as it unfolds"**

**WINNING FORMULA?**

## GRIDLOCK

**EA ANNOUNCE A NEW OFFICIAL FORMULA 1 TITLE**

**T**here's a pit full of Formula 1 games sat on the grid at the moment. The field includes entries from team Sony, Eidos, Ubisoft and now Electronic Arts, who've given PSM a fly peak at their big hope for next season - F1 2000.

Producer Pete Smith is in the driving seat and he

replies that F1 2000 can become to Formula 1 what FIFA is to football - the most lavish title on the sport money can buy. Why? Because it will set F1 2000 apart as already in place. "There's still a lot of time to take it from simply being a good Formula 1 game to the best PlayStation Formula 1 game ever," Pete assures us.

The timing of the late March release is critical. Why? Because at the start of the year Formula 1 season and this is the first and only racing game to feature the official drivers, cars, tracks and liveries from the new F1 season. For the first time, you'll be able to play along with the new season as it unfolds.

Although no mention of wheel-inflated steering wheels was





The incredible AI means that even computer-controlled opponents may crash, or spin off the track

4:13.444



eAblUMb



made, the digital team will certainly be included. The FIA licence has given EA access to all areas, including the new Indianapolis track which is still under construction. EA assure us they're being kept informed of any changes that take place and will be implementing as many of them as they can to make the game as realistic as possible.

The feature EA are most proud of, though, is their AI. Your opponents look where's on corners, blow out on straights and spin off the track. "Seeing cars spinning off corners in front of you makes you realise that the AI really is something special," says Rea. "We want to make F1 as exciting and moving as possible."

With Murray Walker and Martin Brundle toed to Pyrobox, EA decided to take a fresh approach to their presentation and commentary. "In

## "EA reckon that F1 2000 can become to Formula 1 what FIFA is to football"

this game you're actually part of a Formula 1 team," explains Smith, "and your pit crew tell you all you need to know - for instance, when your car's over-heating or if you need to pit early."

Damage is lovingly rendered with tyres flying through the air, cars shedding million-dollar bits of bodywork, all captured for your amusement on the instant Replay Mode. In a departure from the Standard Replay Mode, you're able to pause the game at any time and replay the last ten seconds before continuing. In the

same vein, all of the usual front and options will be accessible during the main game. Car setups can be tested, changed and re-tested without exiting and re-entering the game. F1 cars are complicated creatures, so EA are working hard to make the set-up screens as user friendly as possible. For instance, the effects of your tinkering will become immediately apparent as the consequences of any changes are displayed as you make them.

Beyond the screens, EA have gathered an impressive gang of

mechanics to create their V8 masterpiece. Smith summed this up: "We've brought together the best people. Developers from Pyrobox and Visual Sciences, including Matt Busch the lead programmer on F1 '97 who's giving a great deal of guidance." All are working under the watchful eye of Bruce McMillan (aka F1A himself). "Bruce is giving F1 2000 a frightening amount of attention," shudders Smith. McMillan's a man well known for his attention to detail and commitment to recreating every aspect of a sport. "It's interesting to see if EA adopts an 'if it's in the race, it's in the race' slogan for F1 2000."

With F1 games to choose from, gamers will be spoilt for racing games next season. CC ■

## UNDER COVER

This season's rumours, whoppers and cheeky nods. Next is word.

» Congratulations to Square who've just announced that *Final Fantasy VII* has shifted over a million copies in the US, and sold a million copies worldwide. A Christmas rush might just have ensured it outsells *Final Fantasy IX*, which managed seven million, but imagine how many men have been lost on these games? *Final's* goal of exports totaling the figure of around 400 million. Or something like that...



» These lucky bums... We got a *Gran Turismo 2* soundtrack with Steppenwolf and The Cars. They get Rock and the Foo Fighters. By all accounts the soundtrack is due for commercial release in the US, complete a drum, posters and entry tracks not included in the game. The soundtrack launch of the soundtrack comes as no surprise, with a line-up featuring Rush, Guns N' Roses, The Roots, Method Man, Limp Bizkit, Rascal Flatts and Aerosmith. *Gran Turismo* Sony about plans to release a corresponding soundtrack are being... Apparently there's no news, OK.



» A few more unacknowledged Japanese games for us? Get this: *Kamen Rider* (no, not the show, it's a boxing sim [yikes!]). Want To See You In Your Smell In My Heart, which is a dating simulation, naturally. Can't wait to get it in import. If you're round today way in April, try and pick up a copy of the two-volume *Fullmetal Alchemist* manga, another must not doubt Love and Romance (not your thing)? Try Super Robot Taisen 30, the 30th limited edition format, full of stickers, posters and other super value accessories. Like wingnuts.





**"You play a bounty hunter tracking down AI machines"**



**Here they are!** The world's first careers at the PlayStation version of Unreal. Yes, they are a bit sparse but this is early, very early...

## ALIEN RESURRECTION

# KEEPIN' IT (UN)REAL

**UNREAL MAKES IT TO THE PLAYSTATION. AT LAST**

**G**T Interactive are preparing to bring Epic's PC smash, *Unreal*, to the PlayStation. Brit-based developers Paradoxi are at the helm and hope to emulate the success enjoyed by *Hungerford* when they brought *Quake II* to the console.

*Unreal* is set on a mysterious alien planet. You play a bounty hunter faced with the task of tracking down three AI machines that have crash-landed on the inhospitable little rock. Problems arise when you stumble across an army of vicious aliens, the Skaarj, who have unleashed just as devastating plans for both the hapless AI and you. Sounds like a challenge.

An inside source at Paradoxi split a few of the beans. "We've been working on this

title for 12 months now though not everyone on the team was involved from the very start. We built the engine using the original PC engine framework, but optimised it for space and speed. Right now we've managed to fit in about 45 completely new, good sized levels

characters and a powerful storyline. We've designed a new weapon, called an Implant Gun, which is very cool indeed!" *Unreal* will also have a Multiplayer Mode although no details are available at present.

And what are the chances of *Unreal Tournament* being released for PlayStation? "Well, the PlayStation's on-line capabilities are still unknown and as *Unreal Tournament* is first and foremost an on-line game it's hard to see a way of fitting the two together easily... for the moment. However, Epic are tremendously excited by PlayStation so if the new game sells well, who knows?" ■ **Stop press!** As *PSX* went to press, *Unreal* had been put back to November, for a complete makeover. More next month.

# Unreal

but we'll squeeze in even more before we actually ship the game in May." Make no mistake, this is an entirely new game, built specifically for the PlayStation.

"It's similar to the PC original, but much more single-player oriented, with strong

## UNDER COVER

Internet reports reveal that Japanese bullet aren't at all down with the idea of *PlayStation*. By all accounts the future of the species is aware of the new message, but isn't hesitating to buy it. However, it does include the much anticipated return of the lunch table - largely fighting and during games. *Unreal* Developer Battle might appear, though - it has points. (Just not - it)



Although not relevant until the release of *PlayStation*, THQ have begged Internet developer *GameSpot* America. GAs positive in helping with online sports titles, including a WWF strategy game. Ideas in parts that actually look? This we've got to see. Needless to say THQ are planning ahead, but it's good to see these Internet capabilities will be exploited to the full.

Taken us crafting five titles for *PlayStation*, including *RT* (which is a good game then, with versions of eight and also half good and an emphasis on accurate ball physics. Personally, we can think of better uses for the most powerful console on the planet why not save the machine for *Final Fantasy IX* or *Red* & *Blue* & *Green* that you can't play in your head, but before we forget, *RT* follows has different shaped tables. That's.

Inevitably, Internet have announced a *Unreal Tournament* & *Field* game for *PlayStation*, in the moment. However, Epic are tremendously excited by PlayStation, which also just happens to be scheduled date for the new console's US launch. Forgive.



hurry building sets the game should take advantage of the catch-up console's unique features. No one's ever before looking there, just pointing down really, really hard in the weight lifting competition. Or something along those lines.

## UNDER COVER

In anticipation of success for their top World War II shooter, *Model Of Manour*, the brothers are already planning a sequel for PlayStation. The addition? The Springfield-based coders have placed their sights on their first job as a new PlayStation game. You know that Dreamworks already have a top secret PlayStation project in development. It has to be *Model Of Manour 2*. It's just the waiting we can't stand.



• Ben Lending 2's out out in issue for the PlayStation second issue. Apparently it will be ultra-realistic, and its release will be celebrated with a spending new controller, tentatively named the Tri-Con 2. By all accounts the 'old' can have feedback to create the most realistic 'shooting' feel anyone can have ever experienced. There it back, we say.

• Arcade puzzle air Driller will receive a PlayStation makeover within the year. Your task is to help Mr Driller march coloured blocks and shift them to a depth of 10000. A tricky task indeed, especially when you consider Mr Driller can run out of oxygen the closer he gets to the target. Could be interesting.

• Brazil has banned the sales of sex videogames in the wake of a gun massacre in San Paulo. The Ministry Of Justice has ordered all game shops to pull copies of *Demolition*, *Quel Plaisir*, *Blind*, *Postal*, *Resident Evil*, *Alone*, *Demolition*, claiming they could have been a motivating factor in the violence. Yeah right.



• Maximal Researcher needs PlayStation fan for TV documentary. Please e-mail Maximal at [info@maximal.com](mailto:info@maximal.com) with your name, age, address, telephone number and a paragraph about yourself.



"I used to make up adventures for other people to play... and wondered if one day I might turn it into a career"

THE FUTURE, AS SEEN BY...

# THE KINGSLEY BROTHERS

THE REBELLION BOYS CHAT ABOUT PAST, PRESENT AND GUNLOK

**E**ven years ago Jason and Chris Kingsley started up their own development

company known as Rebellion. Close links with the Atari Jaguar and Sega Saturn took their toll, but, as the team behind *Take 2's Rainbow Six* look ahead, their future couldn't look rosier

**PSM:** What made you want to work in the games industry?

**Jason:** I'd always been interested in role-playing games and *Dungeons & Dragons* at school. I played them at lunchtime with a bunch of friends and used to make up adventures for other

people to play. I liked doing it and wondered if one day I might turn it into a career.

**Chris:** We worked together on a few things - lots of freelance design, freelance programming, freelance graphics... it then made sense for us to set Rebellion up. It was just the two of us in the basement of our house and we were very nervous when we took on our first employee.

**PSM:** Can you give us a brief history of Rebellion game titles?

**Jason:** Our software? The first project we were commissioned for as Rebellion was *Alien Vs*

*Predator* for the Atari Jaguar which won lots of awards. Unfortunately, the Jaguar wasn't a big commercial success. We missed *Chequered Flag* on that format as well. We were then commissioned by Fox to do *Alien Vs Predator* on the PC.

We had technologies in *Alien Vs Predator* that people are talking about now as unique in their games coming out next year for example we had rube surfaces. In the water we've got turbulent motion of particles - effectively an motion engine, although we never called it that.

**Chris:** And of course more recently there was *Rainbow Six*

on the PlayStation. We've started doing some of our own publishing as well, with a game called *Clutter* on the Game Boy which was released earlier this year. We've also done *Mission Impossible* for the Game Boy.

**PSM:** What's next for Rebellion?

**Jason:** We've got a title called *Gunlok* coming up next year which is the first of our own titles that we've really put our own money into. We've done everything ourselves and that hopefully will be the beginning of a popular franchise. We decided to just have a go, well be the ones to take the blame if the



game doesn't work — which is a bit of a scary responsible situation to be in.

**PSM:** Tell us about Gunlok.

**Jason:** Gunlok is a third-person, real-time action strategy game.

**Chris:** It's set in the future on Earth, but there are no humans around. You play Gunlok, a robot who becomes sentient and realises that he has to do something about all the bad stuff going on around him. He has to explore and build a team of fellow warblers and there's a big conspiracy theory to uncover.

**PSM:** Any chance of a version of Gunlok for the PlayStation?

**Jason:** At the moment Gunlok is PC only, but we're looking very strongly at changing, adapting and re-welding it for PlayStation and PlayStation2.

**PSM:** Do you think storytelling will become a more important part of PlayStation2 games?



## "I think storytelling is important, but it's just one leg of the gaming stool"

**Jason:** I think storytelling is important, but it's just one leg of the gaming stool. Computer entertainment will become more popular, but there will still be a place for games that are just to do with gameplay and have absolutely no story whatsoever.

**Chris:** Which is perfectly legitimate for an interactive product. There doesn't have to be a grand story. I always think the most important thing in games is gameplay. Graphics, sound and storyline can all be important, but gameplay is the thing that pulls you back in again and again.

**PSM:** As developers, what is the most exciting thing for you

about PlayStation2?

**Jason:** At the moment it's just exciting because suddenly a whole new playing field has been opened up for us by the speed of the processor, the type of graphics we should be able to do and also the technologies that we're developing such as non polygon-based 3D engines.

People are talking about high polygon engines and infinite polygon engines. Well we have been doing those for some time now and we think that's probably a bit old fashioned now. We should be looking at non polygon engines where a polygon count is something that is totally irrelevant — it's just really about what you can see. **JC**



Catherine Chin is the first female developer to be named as one of the 100 in 2000.

# LOADING

## CAT CALL

**'RL'? PAH! REAL HUMAN FOLK WANT FANTASY NOT REALITY...**

**E**nough is enough — reality sucks. While many PlayStation games attempt to recreate Real Life, the best ones say, 'Sod that' and make it up as they go along, diving feet first into the realms of fantasy. Why fiction over fact? Because the whole point of videogames is to escape from the real world not recreate it. Why bother playing videogames if you only intend to stay where you are? It's like going on holiday in your kitchen — you simply wouldn't do it.

Case in point? The recent glut of FL titles. These are, as any developer will tell you, totally unrealistic and despite the G7-leads charge for auto realism, will always be that way. Why? Because gamers wouldn't want the real thing. Who wants to pay £40 to lose it at the first corner and spend the entire season in Ward Ten? Yes, authentic handling and a trip-to-casualty option would make a virtual FL game more real, but would buy it?

More cases in point? Flight sims (dull as hell), tuning options in racing games (like, it really matters), tweakable stats in sports sims (ditto), any stats in sports sims...

Face facts, Real Life is mostly dull with the occasional flash of excitement to keep us all going. That's why, whatever our age, we need toys to play with — and play we should, not recreate the humdrum that we have to endure before we can clock off, hit ☹ and escape. Why should videogames suffer the same constraints that reality inflicts upon us, when the whole point is, they don't have to. Come on, play the game. ■

# HMV

## seriously addictive...



### RESIDENT EVIL 3

Prepare yourself for the most horrific adventure in gaming history as a gigantic undead monster, Nemesis, makes the zombies featured in the first two games seem like nothing. With an enhanced control system including improved character movement, this final chapter in the horror trilogy is the most chilling and atmospheric.



### ISS PRO EVOLUTION

Famous for its gameplay, the latest addition to the ISS family, *Evolution*, fails to disappoint. Visually improved, *ISS Pro Evolution* benefits from a huge amount of tactical options. With a host of new moves the realism is stunning without compromising the addictive gameplay. "Simply Unmissable" - 94% total PlayStation



### INTERNATIONAL TRACK & FIELD 2

Offering 15 events, this button bashing classic is the ultimate test of stamina and reactions. Stuningly realistic graphics capture every moment of the five totally new challenges as well as the original ones. The highly addictive multi-player mode will ensure competition into the early hours to get that all important world record.



### GRAN TURISMO 2

The world's greatest racer is back. With an amazing 594 different cars and 28 tracks, *GT2* is also the first driving game to combine racing and road racing. Amazing attention to detail means that each car has its own engine sound and performs uniquely according to your method of handling. "If you thought the original was good then this'll shoot you to planet pleasured." Official PlayStation Magazine

All titles subject to availability at participating stores only

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## PREVIEWS

KAMURAI SHINLAI: JEFFREY M. HARRIS



## KAMURAI SHINLAI

PLAYSTATION 2 | JEFFREY M. HARRIS

After years of leading the likes of Square and their role-playing expertise, Namco have decided to muscle in with a God of Guts. Gods and humans coexist in the land, which make up Kamurai's world - Dark, Fire, Sky Life, Dark and Light, the feasting kingdom shrouded by gods. Said gods produce humankind from the evil beings who live in the Dark realm. You

control four characters - two humans (Nyxan and Kaptan) and two gods (Dyphania and Puhkumtong) - who must defeat the evil masses. The game splits into two stories and you swap between them. Another feature is the Miled Jaid Well, system, which controls the emotions of the supporting characters, affecting their loyalty to you. More news soon.

SHIN RIDGE RACER: JEFFREY M. HARRIS



## SHIN RIDGE RACER

PLAYSTATION 2 | JEFFREY M. HARRIS

While Namco continues to snowball about Polyphony's GT2000 (will it be delayed for an earlier release in the product? We don't say), Namco are determined that RidgeRacer will have a top-quality race-carer launch here with the ever-improving Shin Ridge Racer. Running at a snail's-wasting 60 FPS, Ridge has inevitably gone for a more realistic approach, with such efforts to spark us collagen with opponent's cars, improved lighting, cool reflections on the car bodies, better scenery.

Following two weeks, baskets of polygon-packing semi-transparent paint every new new girl. As Fakers, a 20-year-old racing fan who, according to Namco, isn't "very, photography and make diving." Another big change is that, rather than add to the number of cars (Type 4 had 100+), Shin Ridge Racer will actually decrease the amount, going for quality over diversity. With the preview movies looking fast as hell and some gorgeous images, Shin Ridge Racer could just stand GT2000's shoulder.

## ORIENT EXPRESS

OF ZOMBIES, DINOS AND SAMURAI MASTERS...

## THE HORROR, THE HORROR, THE HORROR

AND THE SEQUELS KEEP ON [CAP]COMING...

**G**ood news for those who like the gory side of PlayStation - Capcom have confirmed sequels to their seminal horror franchises, Resident Evil and Dino Crisis. Shinya Mikami confirmed the existence of Res 4 in PSM last month, but it was only recently that Capcom president Kenzo Terauchi announced plans for a Dino sequel on PS2. It was initially mooted that Dino 2 would appear on the original PlayStation with Dino 3 surfacing on the next generation console, but it appears not. While a release date for Dino 2 hasn't been confirmed (Capcom only saying "some time this year"), a UK publisher has been decided in Virgin Interactive.

For those hungry for original terror, Capcom's other PS2 horror title is coming along a treat. The latest shots of Onimusha: The Dawn Warrior boast huge polygon counts, hi-res graphics, subtle lighting effects and textures to match the characterisation. The latest of the Onimusha series is a spin-off from the main series, but it's not all blood and guts at Capcom Towers, though. With Breath Of Fire, it's a way for PlayStation to recruit our fan-ravenous have suggested that there are another two sequels on their way to PlayStation2. First, Marvel VS Capcom may have a joyed version featuring PS2-worthy fine for the 3D hardware but even better news is that the bookies Dreamcast beat 'em up PowerStone could be coming to PS2 in the form of a sequel.

Onimusha aside, sequels might not be the greatest news for PS2 watchers but until the first wave of new software arrives, we'll take what we can get. Hell, it's Res 4 - wouldn't you?

Resident Evil 4: Capcom's latest horror game, featuring a new character, is a sequel to the original Resident Evil.





## NEW RELEASES

PARASITE EVE II  
18QUARED

The sequel to 1993's million-selling outstanding, *Parasite Eve II* is a much improved beast. Thanks to the alloy new development team. Set three years after the original, the characters are much the same, but everything else has moved on - the battle system has been updated (including an auto-targeting system), the graphics have been polished and the near-boss atmosphere has been ramped up. Add on better monsters, more vicious attacks plus even easy agent Aps Bros, and *Parasite Eve II* will have a head.



Get some free Parasite Eve II manuals and a better than new

CRAZY CLIMBER 2000  
OUTSTANDING

The sequel to the popular arcade game, *Crazy Climber 2000* is perfect for anyone who liked *Ace Racer*. Rather than jump your climber at the top of the building and press **Q**, you must use analogue controls in a climbing motion, the left-Arrow sticks steering, the movement of your left-right arms and legs. Rather than just shuffling up a wall, *Crazy Climber 2000* requires you to circumnavigate 3D buildings. *Parasite Eve II* will vary the original game ladder as the sub-boss who is the next hope for a safety harness.



Simulation for home residents that will vary the original game ladder as the sub-boss who is the next hope for a safety harness.

CHASE THE EXPRESS  
IRONY JAPAN

As reported last issue, *Chase The Express* is Sony's new hope for 2000. A 3D adventure that equal parts *ACES* and *Arms*, it involves rescuing hostages from the Blue Harvets, an out-of-control train that has been hijacked by terrorists. Playing as American NYPD officer Jack Norton, you're aided by fellow agents Christina Wayburn and Rene Zucko. Real-time puzzle, quality CG and superb characterisation make for a full-on adventure. There's already English dialogue in place so a UK release looks likely.



The hijacking of the steel-parade is a real-time puzzle, quality CG and superb characterisation make for a full-on adventure.



## TOP 5 - SALES



- 1. *Gran Turismo 2* (Sony)
- 2. *Shin Retsu*
- 3. *Dark Monsters* (Namco)
- 4. *Legend Of Dragoon* (SCE)
- 5. *ClanDestine* (Square)
- 6. *Berserker* (SCE)
- 7. *Professional Street Fighter* (SCE)

## TOP 5 - CRITICALLY ANALYZED



- 1. *Dragon Quest VII* (SCE)
- 2. *Wild Arms* (Puffin)
- 3. *Super Robot*
- 4. *Tekken 3* (Namco)
- 5. *Parasite Eve II* (SCE)
- 6. *Tales Of Eternia* (SCE)

## TOP 5 - READERS' FAVORITES



- 1. *Final Fantasy VIII* (SCE)
- 2. *Brave Frontier* (SCE)
- 3. *Super Robot* (SCE)
- 4. *Parasite Eve II* (SCE)
- 5. *Tales Of Eternia* (SCE)



After a while, *Parasite Eve II* will have a head. The sequel to 1993's million-selling outstanding, *Parasite Eve II* is a much improved beast.

## OTAKU YOUTH

## WHERE'S THE (RAW) BEEF?

What did you get for Christmas? A whizzy new driving game? That new footy game? Or maybe one of those third-person adventures? Sweet. Hell, if you were lucky enough to get the new *Tomb Raider* or *FIFA*, you've no doubt got your money's worth but don't you long for something, well, different?

While Japan can equally be accused of draining gaming genres dry (see the craze for mech, bemani and survival horror games), there's way more sushi-rare originality to be found in the game shops of Akihabara than there is in your local Electronics Boutique. The latest release schedules reveal dating sim *Sentimental Graffiti 2* and do-it-yourself beat 'em up *Kaku Han Fighting Game Creator* are on their way, while recent releases include Vectrex bemani title *Vib Ribbon* and truck racing game *Delatona Legend 2*. True, these are unlikely to push the PlayStation to its limits but they do prove that originality isn't dead. While Western publishers are slaves to trends and the sprawling quest for pixelated-perfection, Japanese publishers offer a true range and depth of software unavailable in the West.

What am I saying? That when PlayStation jets over to the UK, let's hope that a few of the more original game ideas get on the same plane - hell, Bighly could do with it. Trust me, you haven't lived until you've played a hamburger sim.

AKIHABARA  
RASH

NINJA X TAKES THE ALLEYWAYS OF TOKYO'S TECH DISTRICT AND DOWNLOADS THE LATEST TRUTHS AND LIES FOR POPSAN.

Promoted game developers should keep an eye out for Kaku Han Fighting Game Creator. Not only is it a stand-alone 3D beat 'em up, it also enables you to make your own fighters. Think their speed, weight, special moves and defences, and get ready to smooch. *Page 5*, right.

Love it in the air is a bunch of late-1990s sci-fi head towards PlayStation. NEC are porting their future game *Final Fantasy X* to the PlayStation 2. *Page 5*, right.

With the runaway success of *ACES*, *Dark Monsters* (17 million sold to date), Japan's third for *Gran Turismo* will be further aided by *Tekken*'s home run. *Page 5*, right.

The latest racing game in Japan is *Brave Frontier*. It's a 3D beat 'em up. *Page 5*, right.

With the runaway success of *ACES*, *Dark Monsters* (17 million sold to date), Japan's third for *Gran Turismo* will be further aided by *Tekken*'s home run. *Page 5*, right.

# STAR STRUCK

technology Users of the service receive updated game information via the Konami Net site The Japanese giants keep on growing. That's all folks. ■



**COOP!** EXCLUSIVE SNEERS... CURIOUS  
WHISPERS... GOSSIPING FACTOIDS...

I, which will be inevitably cheaper and is the same game anyway, if not a bit better. IT'S SATURD!  
**King Mr Bones**

## THE HOT SEAT PROPELLERHEADS

**W**hile, one half of the Propellerheads is describing how he started out in the rarefied world of DJing. "I seem to remember coming back from some Acid House party in the West Country somewhere, in a bit of a state, and spinning some tunes in someone's front room. This DJ there said I should go and buy some records. I owe quite a lot to this guy, actually, bought his drum machine off him the other day for a couple of hundred quid, that'll do."

It has been a while since the Propellerheads' last album, 1995's *Dedicatedanddedicated*, but in the meantime they've kept themselves busy with remix work by the bucketload, as well as starting work on a new album, due out later this year.

"Alex [Gifford - fellow Propeller] has been living in New York for the last year and has just finished working on the new Jungle Brothers record. He's met so many people through living out there and working with people musically, and I think it'll be interesting to see who we can get on the new record. We got people like Huxy from the Run-DMC, Criminal, doing guitar."

Since the invention of the Moog synth back in the early '70s, music has become increasingly dominated by electronics, so it shouldn't come as much of a surprise that a large proportion of musicians in the '90s spend time fiddling about with their Playstations at home. The Propellerheads are no exception.

"Alex has a Playstation, but I'm a Playstation freak. I'm really into creating games - Ridge Racer was the first game out. Need for Speed... I love all of them. I also got really

into Tony Hawk's recently too, which is great. At the moment it's a shame because we spend so much time in the studio or gigging, it's really only the last day of the week when you can sit down and have a good play. It's a great way to switch off, and it's also a good way to listen to other people's music."

The Propps began their career using traditional instruments, but computers have long-influenced the way they make their music.

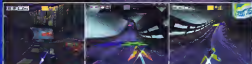
"There was a particular Commodore 64 package that I bought in '87 or '88. It came in the big box with a Christmas pudding on it or something, just so you could sell it to the kids. I remember it had this keyboard with it, and it was like a really, really basic sequencer. You could put this whole plate over the top of the top and just play the top. I remember knocking up some things back then."

Inevitably the Propps have been asked to work on game soundtracks, contributing a track to ace space racer *Wipeout*.

"For us, doing tracks for games is such a good way to get music out to people who we know are going to appreciate it. For years it's like, you always had music in games, even if it was just cheap bleepy music. Fiddling along on your 2000. You've always had something going on behind your game, and it's good to be a part of that."

Still find time to go to clubs? "I tend to end up in clubs a lot anyway because I'm DJing most weekends. I want to get out and play party tunes!"

Right then Wally - PSX, you and a copy of *Beastems*. Let battle commence... **B**



**Wally Prophead** cracked out the sound for speed to ace space racer, *Wipeout*. Another merry night on the club is definitely on the cards...

Wallyhead is in the show now. The new Propellerheads album is due out later this year.

## FOOTBALL CRAZY

## WE ARE THE CHAMPIONS

## TEAM EIDOS TO FIELD UEFA CHAMPIONS LEAGUE SEASON 1999/2000

**E**idus this spring, *UEFA Champions League 1999/2000* gives players the chance to tackle actual matches from this year's tournament. You'll be able to pick up and play any of the 32 teams, complete with player names, kits, club logos, accurate stadiums, and sponsors.

You might think 32 teams isn't enough to make a top-quality game. And you'd be right. So developers

Slizen Dreams have included all the teams that have ever won the tournament, including all the champions of yesterday. You can also set up and play every final since 1960, right up to Bayern Munich vs Manchester United. ANH, but what of the most important detail of all? What supplying the voices? That'll be Rob Wilson, Clive Tyldesley and current number one, Kevin Keegan. That's who...



Charge the teams of history by re-creating the final of your choice.

## SCREEN-TEST

OR HOLLYWOOD IS KNOCKING.  
SOMEONE LET THE MAN IN PLEASE

4. TOMB RAIDER VIII:  
RETRIBUTION

"Lara Croft: adventurer, gymnast, explorer... And she's not too bad at archaeological exploration, either"  
Directed by: Michael Winner

## THE PLOT:

Lara travels to Holland after a tip off reveals the ancient treasure known as The Clasp of Khamsun is hidden in a complex series of catacombs beneath an ancient windmill. She seeks advice from ex-military friend Vanessa Montano, now down on her luck dancing for men in an Amsterdam nightclub, Sirena Babes. Mid way through, we flash back to Lara's teenage years and discover her unloved relationship with an old adversary - renegade genius lecturer Hans Von Kraemer. Cut back to the present, and Lara realises Von Kraemer and his band of hopelessly bad-enlightening men in suits fix are also after the clasp. She hooks up with dirty-but-brilliant Dutch prof/explorer Rauld De Boer in his semi-Mormon commune in rural Rotterdam - populated with attractive Germanic models who are all archaeology experts. Lara, Rauld and his girl all head for the Windmill of Babylon for a showdown with Von Kraemer and his cronies. At a crucial moment, Vanessa turns up and saves Lara's life. Etc, etc.

## THE FITCH:

It's Indiana Jones with a sexy lady!

GREEN LIGHT OR  
DEVELOPMENT HELD?

Green Light: *Tomb's* leader Mike is fine for the leaping and rope-climbing, but Winner insists on a couple of nifty bulls looking beneath the Giza colossus, man-top. Final showdown between Van Damme and Cantona possibly with the lion. "You have shot on your clasp. And I'm the shoe-thee boy." Andy Lewis ■



Yes, she ran fast, there are lots of images from the adventure of Mr. Michael Winner

## THE CAST



▲ Lara Croft -  
Paula Patton



▲ Vanessa Montano -  
Vanessa Williams



▲ Hans Von Kraemer -  
Hans Von Kraemer



▲ Rauld De Boer -  
Rauld De Boer



▲ Hans Von Kraemer -  
Hans Von Kraemer

## LOONEY TUNES!

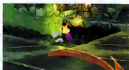
## WHO BE SOFT?

UBI SOFT SQUARES UP TO THE BIG BOYS

**K**ick to make an impression on PlayStation2, French publisher Ubi Soft are preparing to release upgrades of their latest titles. *Rayman 2* and *PI*

*Racing Championship*, penned in for release on our lovely old PlayStation, will be reworked to take advantage of the processing power of PlayStation2 and will enjoy a dual release on both machines. But rather than leave it there, ambitious Ubi Soft are preparing to crunch the PlayStation2 world with an almighty spray of releases.

All Star Titles 2000 will be appearing on the new machine, again developed by Smart Dog alongside *Rayman 3*. Look out too for new Disney games including a Donald Duck racing/adventure tale and a new jungle book game. More excitingly, Ubi Soft have also secured a deal to develop a new series of Warner Bros games. And the most



uncomfortable secret of all? Batman - *Vehicle Adventures* is on its way. A more genre (presumably) based on Batman and Robin. The Animated Series. Ubi Soft the new Activision? Maybe just maybe. ■



*Rayman 3* is coming to PS2 and will be a radical departure from his previous outings



## REALITY BYTES

ELIZABETH MILLER WRITES FROM LEWISHAM  
the Postcode



Last night I was at a bar as to what to buy my boyfriend. A mate suggested a PlayStation and a voucher. "Why not?"

It all began to go wrong on Friday Day. A few of his mates came round to play with his new toy. I sat there trying to be enthusiastic and even had a hand in getting the new chip in but to his credit, he didn't want to play and left the hour playing with their computer.

All I was in an empty head and went downstairs to find these all crashed out in the living room the next evening. I was like sorry. And the men, and the night, I thought the stereo would wear off and things would go back to normal. How wrong I was.

One year on and my living room has become the land of the dead. In fact, enough with your new boyfriend would rather talk to a TV screen than your hot wife. You've got a house full of people and still want to talk. I'm sure this isn't the only PlayStation widow out there please help me. Please. ■

Ubi gets a *PS2* boost to help her pay the bill.

Which just reminds PlayStationers! Send her a (cheating) accepted copy of *PlayStation* and a prize!

Reality Bytes  
PSM  
Future Publishing  
30 Monmouth Street  
Bath  
BA1 2BW

# IT SHOULD BE A GAME

EVER BEEN STRUCK BY A GENIUS IDEA FOR A GAME? TELL US ABOUT IT, WE WANT TO KNOW

## HANDBAGS AT DAWN / BY HIGHWIND KODU, TOTTENHAM

### • The Concept

A blissful morning of the dressers. Ab fab and um Jolien J set at Harvey Nichols, Handbags At Dawn is a cat scratching, knicker-snapping, tippy-nudging, strap-slopping pile of camp old nonsense that replaces the lines of Jim Joxims with drama queens from a corner of Old Compton Street. There is a plot stretched on to all this effort madness. GMTV are hosting a makeover competition at a local department store. Your job is to get from your front door to the store. Unfortunately, blocking your way are jealous mums, desperate for a makeover themselves. Cue one on one bitch-fighting with trade clutches.

### • The Pitch

Begin by choosing clutch or shoulder strap or zip fastener, and then it's ball-out carnage...

Take on dear old grandmas and mothers with toddlers, before moving on from bush young types through to camp old things. Your ultimate goal? Slapped up old drag queens, with their noses like lily hanging blatts to the eyes and the peep de resistance a lash of their venomous tongue.

### • The Verdict

Sweet genius. With grrrrr-pleasing sub-games (Rich suggests "renditions of a new Steps routine: a la Dancer Dance Revolution"), kick-ass weaponry (bonus accessories can be stolen from the store) and a taste for the campier side of life, Handbags At Dawn is a winner. The final word has to go to Mr Eddy. "Get gorgeous! Remember, there's only one rule with make-up - the more you put on, the better you look!" Respect.

## FROM THIS... TO THIS!

Would you like to see your game ideas brought to life? Send your pitch PLUS original artwork to the usual address and you could win a framed copy of PSM's version of your design.



## STRIKES

# BOWLED OVER

## THE MIGHTY THQ STRIKE WITH BRAUNSWICK BOWLING 2

**A**t last, the opportunity to make like Bill Murray in Kingspin and play some dinkies. We've had the men in pins, now the men in slippers are coming to PlayStation 3 March. As incredible as it seems, THQ's Brunswick Great Pin Bowling has been renewed. Soon we'll be able to bowl in even more teen-pot action with real tournaments endorsed by the Professional Bowling

Association, genuine bowlers from the league, and an all-new Brunswick bowling kit.

One of the key elements is the custom-bowler feature which enables you to mould your character into the bowler of your dreams. These custom players will develop individual moves to celebrate their strikes. You'll be able to save these to a memory card, perhaps to show your friends. Perhaps!





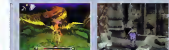
# PSM CHARTS

WHAT'S HOT AND  
WHAT'S NOT IN  
THE WORLD OF  
PLAYSTATION

## GAME

PSM IN ASSOCIATION WITH  
GAME BRING YOU THIS MONTH'S  
TOP 40 BEST-SELLING GAMES

1	(N)	TOMBI RAISER: THE LAST REVELATION.....	DELOS
2	(I)	FIFA 2000.....	ELECTRONIC ARTS
3	(A)	CARSH TEAM RACING.....	SCI
4	(I)	TOMORROW NEVER DIES.....	ELECTRONIC ARTS
5	(N)	THIS IS FOOTBALL.....	SCI
6	(N)	ARCADE OF KONGUR.....	ELECTRONIC ARTS
7	(N)	COLOR MACHINE RALLY.....	COE/AMERICA
8	(I)	MUSIC 2000.....	COE/AMERICA
9	(N)	DRIVER.....	CT INTERACTIVE
10	(I)	FINAL FANTASY VII.....	SCI
11	(N)	DINO CRISIS.....	VIAGRA
12	(N)	RAYMAN.....	UBI SOFT
13	(N)	STAR WARS: THE PHANTOM MENACE.....	ACTIVISION
14	(I)	GRAND THEFT AUTO 2.....	THQ
15	(N)	WOLF AMBITION.....	ACCLAIM
16	(N)	SPYGLASS 2: GATEWAY TO GLIMMER.....	SCI
17	(N)	RESIDENT EVIL 2.....	VIAGRA
18	(I)	WORMS ARMAGEDDON.....	NAI/NANO
19	(N)	LEGO ROCK RACERS.....	UFG MICRO
20	(N)	GOIN' THAIWAI.....	SCI
21	(N)	CARSH DANCEFEST.....	SCI
22	(N)	TOMBI RAISER 2.....	DELOS
23	(N)	WOLF AMBITION.....	ACCLAIM
24	(I)	FA PREMIER LEAGUE MANAGER.....	ELECTRONIC ARTS
25	(N)	FA PREMIER LEAGUE STARS.....	ELECTRONIC ARTS
26	(N)	WOLF AMBITION.....	ACCLAIM
27	(N)	WOLF AMBITION.....	ACCLAIM
28	(N)	WOLF AMBITION.....	ACCLAIM
29	(N)	WOLF AMBITION.....	ACCLAIM
30	(N)	WOLF AMBITION.....	ACCLAIM
31	(N)	WOLF AMBITION.....	ACCLAIM
32	(N)	WOLF AMBITION.....	ACCLAIM
33	(N)	WOLF AMBITION.....	ACCLAIM
34	(N)	WOLF AMBITION.....	ACCLAIM
35	(N)	WOLF AMBITION.....	ACCLAIM
36	(N)	WOLF AMBITION.....	ACCLAIM
37	(I)	ACTION MAN: MISSION EXTREME.....	NAI/NANO
38	(N)	WOLF AMBITION.....	ACCLAIM
39	(N)	WOLF AMBITION.....	ACCLAIM
40	(N)	WOLF AMBITION.....	ACCLAIM



## THE CELEBS ARE PLAYING

Arrive, to SoftBank's premiere purveyors of Black Metal, Gracie Of High  
their latest opus. Cruelty and The Heart is out now.

1. MEDIEVAL.....
2. SOUL REAPER: LEGACY OF KORN.....
3. KNOCKOUT KINGS 2000.....
4. CASTLEMANIA: SYMPHONY OF THE NIGHT.....
5. TENKIN 2.....



What's  
WE'RE  
PLAYING

1. THE WOLF AMBITION
2. THE WOLF AMBITION
3. THE WOLF AMBITION
4. THE WOLF AMBITION
5. THE WOLF AMBITION



What's  
THEY'RE  
PLAYING

1. THE WOLF AMBITION
2. THE WOLF AMBITION
3. THE WOLF AMBITION
4. THE WOLF AMBITION
5. THE WOLF AMBITION

## GAME

# £5 OFF

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MORE ON ANY  
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4. This voucher is valid from 26 January to 22 February 2000.

**VALID FROM 26 JANUARY TO 22 FEBRUARY 2000**



What's  
YOU'RE  
PLAYING

1. THE WOLF AMBITION
2. THE WOLF AMBITION
3. THE WOLF AMBITION
4. THE WOLF AMBITION
5. THE WOLF AMBITION



# CHOCOS AWAY!

## TWIX WINNER ANNOUNCED

**P** SAMS's up-roaring taunts between man and bicycle which formed the TWIX Gamesplayer Of The Year '99 challenge, sparked a massive response. Thousands of fans and cedes for our No Fear Downhill Mountain Biking demo flooded in as UK gamers clamoured to show off their virtual biking prowess in the regional heats. These were then whittled down to 15 of the finest peddlers who were invited to the grand final held at the Oxford Street branch of HMV in London on Sunday 14 November 1999.

Despite tough competition, there could only be one winner. Paul Crowther, aged 18, of Whiffy, North Yorkshire held his nerve and sped past the other contenders to victory and the TWIX Gamesplayer Of The Year '99 title. On hand to award him his fantastic prizes were Alex and Doc, Gf SAMS Live, and Taylor Grove head, Paul collected an awesome top-of-the-range Giant mountain bike, No Fear clothing, specialist biking gear, HMV vouchers and a year's supply of TWIX. And as if that wasn't enough, he also won an eye out with the Giant professional mountain biking team. Runners up were amply rewarded with goodies too. Not bad for a day's gaming.

# TWIX<sup>®</sup> GAMESPLAYER OF THE YEAR



**Winner** of the hotly contested title of TWIX Gamesplayer Of The Year 1999 is 17-year-old Paul Crowther from North York. Here we're revealing his lucky prize from SAMS Live's heady Arts and Docs.

YOU'VE GOT TO BE BAD TO BE GOOD.



# Crash Course in Winning

- 1: Be Devious
- 2: Use Cunning
- 3: Cheat

ON YOUR MARKS. GET SET. GO KARTING.

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NAUGHTY DOG

△○×□



[www.playstation.co.uk/ctr](http://www.playstation.co.uk/ctr)



DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

## BLUEPRINT

FEB 2000

PSM PEEKS AT THE DRAWING BOARDS OF THE PLANET'S TOP DEVELOPERS TO BRING YOU NEXT YEAR'S GAMES FIRST

## INSIGHT

Gary Fern, the big  
son at DMA chats  
about Grand Theft  
Auto and himself



You've been in the videogames industry quite a while now. What was your first job and just how did you get it?

I started off as a trainee staff writer for Zzap 64, the Commodore 64 magazine. It was 1984 and I was one of five people fighting for the title of Britain's Best Gamer in a competition held by Personal Computer Games, edited by one Chris Anderson, the founder of Future Publishing. The next thing I know he's starting up a new Commodore 64 games magazine in York and wanted hardcore players to provide authoritative opinions and advice. Naturally I jumped at the chance.

It's a big move from magazines to software publishing. How did you arrive at your current position as creative director within DMA Design?

Via a long and winding road with many different stops, all of which taught me most of the core skills involved in gaming magazines: entertainment, software development and finally publishing. Which means my industry expertise is well rounded. Like my belly, I guess.

Of all the games you've been involved with, which is your favourite and why?

Ooh. Probably the original Grand Theft Auto. It captured an enormous amount of raw energy from a dense and colourful team.

Grand Theft Auto in mind, DMA Design are renowned for their original games. Will you continue to be so innovative when PlayStation2 rears its beautiful head?

Oh yes. Original development is increasingly risky so we've had to shift our emphasis slightly in recent years - from making and exploring new toys to finding new ways to play with existing toys. But that means improved focus and increased accessibility - it doesn't mean compromise.

This year is potentially the biggest year for PlayStation. What are you working on?

Now that would be telling. All I'm prepared to say is that it involves people, vehicles, structures, weapons, criminal activity and polygons. (That'll be a polygonal GTA for PS2 then. Cheers, Gary - Ed) ■

Justin Calvert



Colony Wars:  
Red Sun



Rally Championship



World Championship Snooker



Speedball 2000

## CONTENTS...

## Speedball 2000 ..... 30

Blood sport for all. American football meets ice hockey meets a dirty great punch-up meets PSM

## Rally Championship ..... 32

Most glorious road! We go for a wallow with the game - that could stick it up Colin McRae's tailpipe

## World Championship Snooker ..... 34

A table, some balls, stouped gentlemen wielding wood, brace yourself for the new excitement of snooker

## Colony Wars: Red Sun ..... 36

Alien spacecraft missing in waves. You and an unlimited ammo supply. Prepare to break your trigger finger

## Premier Manager 2000 ..... 38

Tasteless jewellery, chronic job insecurity, all the sheep jackets you can eat - who wouldn't want this job?

## Round Up ..... 40

Tomorrow's world. The games of PlayStation future

NAME:

# SPEEDBALL 2100

NOTE:

IN A HUNDRED YEARS  
TIME, ALL SPORTS  
GAMES WILL BE  
MADE THIS WAY...

## PRODUCT SPECIFICATION

STYLE: Future sports

PUBLISHER: Empire Interactive

DEVELOPER: Bitmap Bros

RELEASE  
DATE: N/A

CHARACTER  
DESIGN:



From the management screen you can alter your starting lineup, bid for your players on the market or take players into the gym



The score multiplier = hit the button to double every point you gain afterwards



The design of the stadium hasn't changed at all in terms of layout, there's just lots of new real-time eye candy

## BE IN THE GAME!



On the left? Mr Jackson. On the right? It could be you!

The Bitmap Brothers are offering one lucky PS1 reader the chance to appear in the finished version of the game. You'll be able to take to the arena as yourself and, if you haven't got enough credits to recruit an alternate star player, you might even decide to team up with PS1's Justin Gilbert who is

also putting in an appearance. In addition to being immortalised as a Speedball 2100 player you'll get to spend a day playtesting the game with The Bitmap Brothers and, of course, receive a free copy of the game when it's released later this year. Send your answer to the following question on a postcard marked 'Speedball 2100 Compo 35' to the PS1 editorial address by Wednesday 23 February.

What was the name of the player team in Speedball 2100?  
a) Starburst Phoenix  
b) Super Madmen  
c) Brutal Deluxe



Back in 1992, when the Amiga 1000 was a machine to be reckoned with and the cheap, plastic joysticks had names like The Boss, Quicksilver II

Turbo and The Bug, the Bitmap Brothers unleashed Speedball 2 upon an unsuspecting public. Speedball 2 was a brilliant idea with stylish graphics, a rocking soundtrack and enough action to blow away any other sports games from the period. Ice hockey without the sticks? Football without the throw-ins and corners? Whatever Speedball was, it worked, and a left hand hungry for a sequel once their Amiga was retired to the left. Now, some seven years later, the Bitmap Brothers have finally got around to developing Speedball 2100. PS1 trashed down Pete Dinklage, the game's lead artist, determined to find out how he plans to top the best future sport of all time.

We couldn't really improve upon the original's general idea so we didn't even try" explains Pete. Even the pen-kick-like pitch layout is identical. All of the ingenious bounce darts, score multipliers and wall stars have been placed in exactly the same positions as seven years ago. The Bitmaps believe that Speedball's new established as a sport in its own right; the layout of a football pitch never changes so why should the Speedball arena? As Pete argues, "The way we've looked at it is that instead of trying to make an excellent game better which is difficult to do, we should try to extend the playing time of the game."

"We've actually added a memory card option so you can save your team out. You can keep the winning 11 in your pocket for future years, playing against one of your mates for

COMPLETE: 60%

NOTE:

"You can keep building up your team virtually ad infinitum"



Improve your player's statistics in the gym by simply spending money on them. But be warned, it'll cost you an absolute fortune to see them become star players...

instance, you can take your team around to his house and play a few games. If you decide your team isn't as good as his, you can take it back home and build it up some more.

As in *Speedball 2*, you can develop your team by buying star players on the transfer market, or by spending prize money on improving your existing squad. The training screen enables you to buy skill upgrades for individual players, so you can design a team that suits your style of play. Initially, the game will contain 200 off-the-peg players. However, you'll be able to customise every aspect of your side, from a player's skin tone and hair colour to the team's kit and logo. It's a feature that *Speedball 2* fans will appreciate having been forced to play for years as the bog-standard football Deluxe side.

*Speedball 2* was designed to be played with a single buttoned joystick, so will the kioskette let all those modern joy-pad buttons go to their heads? "We are planning to put some special moves in there depending on a player's position. Defence, midfield and attack will all have their own specific moves, but if we find they aren't working, then we'll just pull them straight back out." Furious simplicity was always *Speedball*'s strongpoint, but if the designs can add in the action and movement without compromising the game, then who the hell is to argue? ■

Justin Calvert



Fans of *Speedball 2* will notice that even the menu screens have only changed slightly.



Your starting nine, yet to be made more deadly and interesting with the addition of star players.

## DESIGN PROFILE

LOOK:	
NAME:	Pate Tattersall
JOB TITLE:	Studio Manager
HISTORY:	In 12 years as an artist and game designer, Pate has worked on over 100 titles, but refused to name any of them.

INFLUENCES:	Pate is a fan of the previous <i>Speedball</i> games, but has also been influenced by the graphic styles of Dan Abnett and Mark Gibbons.
-------------	------------------------------------------------------------------------------------------------------------------------------------------

## OTHER INFORMATION

WEB SITE:	<a href="http://www.bx-bros-brothers.co.uk">www.bx-bros-brothers.co.uk</a>

## NAME: RALLY CHAMPIONSHIP

### NOTE:

FORGET KICKING IT ON THE BEACH TRACKS OF GREECE, THIS RALLY GAME BRINGS YOU THE GRITTIEST REALISM. HELLO WALES...

### PRODUCT SPECIFICATION

STYLE:	Rally sim
PUBLISHER:	EA/Activision
DEVELOPER:	HotGen Studios
RELEASE DATE:	March

### RIVAL RALLIES:

### COLIN MCGRAE RALLY



### 0-RALLY 3



### RALLY CROSS 2



### COMPLETE: 90%

QUOTE: "The graphics leave Colin McRae standing..."



The cars are superbly detailed, with every luxury and scale detail such as the working brake and reverse lights.



Masochists can do some real damage to their cars, but, fun as that may be, leaving kerosene all your opponent's wheels in the dust.

## BUT WHAT ABOUT COLIN?

Let's face it, Rally Championship may have exhaustive realism, but it's going to have to go some to make us ditch Colin McRae Rally. How are HotGen going to compete against the Scottish smoothie?

HotGen's Regus McGovern reveals his masterplan, "It's all down to the look and feel of the game. In Rally Championship there are several hair-raising sequences that

take place in narrow defiles where the sacrifice of speed and danger is quite breathtaking. There's a level of authenticity there hasn't been achieved before."

Give us one good example then Regus. "We've endeavoured to provide a high level of excitement, using long trucks and realistic handling."

Like it. But where does Rally Champ really blow Colin off

the road? "We feel the graphics leave CW stalling. We managed to build a system that provides glitch-free streaming of the course data straight from the CD. This gives us more detailed environments. There's no texture distortion, pixelated sprites or pop-up. With our graphics, realism and two-player game we hope to take PlayStation rallying to the next level."



Somewhere among all this flawless reality there might just be some survival surprises. On the subject of British ringer Porgie, would only comment cryptically, "Think Alvin & the Chipmunks"

F alling isn't about personalities (how many drivers can you name that aren't called Colin) it's about places. The ice fields of Sweden, the hairpin-cuts of Corsica... Each exotic locale conjures up its own image of four-wheeled outsiders trying to tame the wild country. But nowhere is rallying more elemental than the scowling landscape of The British Isles.

No one comes to this rain-lashed Atlantic flatter for a warm welcome, but inescapable doesn't even begin to describe it. Which is why Rally Championship (officially endorsed by the British Rally Championship) is focused entirely upon our septic site. Suggest to developers HotGen that they might be taking a slightly narrow approach and you'll get a bullish response from their man man, Regus McGovern. "If you want to punt around the globe via a whole lot of shiny conserved sequences then fine. But we know that if we really concentrated on just one real-world scenario, we could push the whole genre on to the next level. We fed this his let us go into much more detail with the look and feel of the genre - authenticity has been paramount."

So instead of the usual ice, desert and hidden lava levels, we'll face constant daily change as the stages progress through different parts of the country. Superimposed on the will of course be Britain's notoriously fickle weather. Conditions may range from sun to bloody diabolical, but you'll never be able to predict them. "You'll be tested in the rain, snow, ice, fog and every conceivable condition in between at different times of the day" promises Regus, twirling his moustache villainously. "The show alone had eyes popping





**Controversy mars the World Telephony Championships on the PlayStation 2, as the game's developer, the British Rally Championship, the All Championship, Team Test, Arcade Battle against a field of cars) and two-player split-screen (horizontal and vertical)**

out when we first showed it. Personally I like the night stages best."

**Rally Championship doesn't force** you to spend time poring over the car's stats, but you might stay on the road a little longer if you set up your suspension and tyres to cope with the prevailing conditions. You'll get the chance to learn between stages, or you can just accept the AI's recommendation if you're only interested in left-right acceleration.

**Whatever your rallying bent,** Rally Championship aims to serve your needs with 31 licensed cars (plus 16 to AI) and 38 stages (plus 12 two-player circuits that cover more than 300 miles. And once you've completed all that, you can do it all again in reverse. What's more, Hareton is sucking rallying conversion by sneaking in multiple routes. Tell us more, please. "We're taking real skill points here. Most players won't make it to the alternate routes, because they'll never know they're possible. But if you do find them, you'll shave off a few valuable seconds that can mean the difference between a championship and being worms at the bottom of the garden."

Rally Championship is being geared towards realism, from stages that were modelled from live footage of the real courses to authentic car handling, to graphical effects like the weather and cumulative dirt and damage on your motor. That's the depth sorted. But with multiple routes, off-road action and an emphasis on the hardest stages of the British Rally Championship, it's clearly out to make Rally Championship the most challenging, most demanding, most fun, find out more next month.

Mark Denard



**Picture this.** Rally Champ looks as gorgeous as the cars it races, and it's packing these screenshots in a range of attractive postcards. Possibly.

**Game modes** will include the British Rally Championship, the All Championship, Team Test, Arcade Battle against a field of cars) and two-player split-screen (horizontal and vertical)

## DESIGN PROFILE

**COMPANY:**



**NAME:**

Fergus Hareton

**JOB TITLE:**

Managing director

**HISTORY:**

Fergus has been in the industry for years, previously working at Irvine Entertainment, which brought us the Road Drifter and Alien Drifter.

**INFLUENCES:**

Rally Championship was originally developed by Activision for the PC. The PC version was fun, clean and realistic. It's time to produce a port that'll do PlayStation cars proud.

## OTHER INFORMATION

**WEB SITE:**

www.rbc.com

## NAME: WORLD CHAMPIONSHIP SNOOKER

### NOTE:

YOU'VE GOT TO HAVE BALLS TO TRY AND MAKE A SNOOKER GAME. 22 BALLS IN FACT...

### PRODUCT SPECIFICATION

STYLE:	Snooker, s.i.s.
PUBLISHER:	CodeMasters
DEVELOPER:	Blade Interactive
RELEASE DATE:	March
COMPLETE:	75%



**S**nooker games beg the question: why? A gentle pursuit invented for evenings pottering around the lounge, why would anyone want to play it on the crackling grey joybox that now dominates most front rooms in Britain? Eh? Deborah Jones of Blade Interactive. WHY?

"Firstly a snooker game has never been done on the PlayStation." Thanks no arguing with that, but Deborah's just warming up. "Secondly in terms of television ratings snooker is the second most popular sport in Britain. Really? And thirdly we're doing it because we can. Snooker is extremely difficult to simulate. 3D physics with polygon characters and lots of tricky-to-get-right balls. But Blade have no less than four PhD physicists, ably assisted by the legendary Mike Singleton. I know this sounds incredible, but we have recorded what many others have tried and failed to pull off."

**Well, that's told us.** And to be frank, we've had a good feeling about Snooker since we first glimpsed eyes on it. It looks a cut above the average cue-sporting game as Blade have painstakingly recreated the intense atmosphere which makes the great matches so compelling. The breathy commentary the day coughs the

inarticulate players nervously twitching in the corner. It's the unbearable tension that makes snooker so exciting and Mads' game knows how to crank it up. Over to Deborah.

"We've used some special camera effects even down to a slight fish-eye lens effect on some shots. We've got the referee, The Crucible. Riley takes commentary by the legendary Donna Taylor and Fiveline physics."

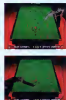
**It's true,** WCC's balls look incredibly round considering they're made up of a bunch of square pixels. "We're very proud of our balls," says Deborah. "Most other games' balls look odd and don't behave correctly. But Blade's named polygons dispense with all that so you can even chip the ball clean off the table and fill your boots in the trike-a-hot sub-gene."

Mastering the rub of the green is vital because you can't just swan straight into The Crucible. First you've got to hawk your ash shirt around snooker's wildest regional clubs. Unarmed bear pits that snail be conserved before you can wipe the floor with the motion-captured lines of Stephen Lee and Stephen Hendry in The Crucible. Truly a ball-busting triumph is in the offing. ■

Mark Donald



**When the game knows which pocket the ball is heading for, the camera swings round to give a television view from behind the pocket.**



**Bash!** Here's that millionth BECC score

### DESIGN PROFILE

COMPANY:	Blade
NAME:	Deborah Jones
JOB TITLE:	Managing director
HISTORY:	Blade's main history frame is Mike Singleton who began his career on the ZX Spectrum
INFLUENCES:	Blade's ambition is just the humble desire to produce a game that does the sport justice

QUOTE: "We're very proud of our balls..."

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WAVE:

# COLONY WARS: RED SUN

NOTE:

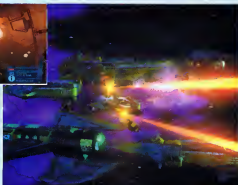
IN SPACE, NO-ONE CAN HEAR YOU CREAM WAVE AFTER WAVE OF ALIEN SHIPS...

## PRODUCT SPECIFICATION

STYLE:	Space combat
PUBLISHER:	SOE
DEVELOPER:	Playghosts
RELEASE DATE:	March
COMPLETE:	BOX



As a necessary you have very few friends in the galaxy to watch your back. Best put that radar to good use



Once upon a time, in a galaxy not so far away, a game called *Colony Wars* was released on PlayStation. A massive space battle ensued and later with the sequel - *Colony Wars: Vengeance Now*, in the tradition of all great space operas, the series will attain trilogy status. PSM contacted lead designer Simon Stratford via a sub-space carrier wave to discuss his plans for the game and the inevitable conquest of the universe.

"Red Sun is a sequel - which is this industry doesn't always back well" begins Simon. Nevertheless, there's room for improvement in every game, and every developer or player has an opinion on how a game can be improved. So we've taken as many of those opinions as possible, found the common ground between them and built on it. Some of those building blocks include a professionally written script, over 20 minutes of RAW plus an original orchestral soundtrack. Details of the plot are being kept secret but PSM did manage to discover that

you play the role of a mercenary and that Red Sun is the code name for the female enemy you hunt throughout the game. (Cue...)

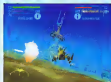
**When quizzed** about typical missions Simon claimed that "there are no typical missions in Red Sun". However there will be plenty to keep you busy - gladiatorial delights, escort missions, full-on military operations and gank-alien-fish-hunting missions. As you complete these missions you'll earn money which can be used to repair and upgrade your ship.

"There are eight new player ships to buy if you can afford them and each one brings new depth to the task of configuration for that elusive perfect dogfight". Bigger guns and missiles will obviously figure heavily but Simon also indicated that cloaking devices will be among the 40-odd items available. With such treasures on offer, let's face it, you had better just watch his back. ■

Joan Colvert



The explosions put London's minimum efforts to shame



Battles in deepest, darkest space are only the beginning. It's a whole new ball game on the planet surface

## DESIGN PROFILE

COMPANY:	Playghosts
NAME:	Simon Stratford
JOB TITLE:	Lead designer
HISTORY:	After studying British literature Simon worked on "the occasional" game. So've never heard of it either.
INFLUENCES:	Simon's a big fan of Star Wars and Babylon 5, but also cites to be influenced by Starline Bonedown's air novels.

QUOTE: "Details of the plot are being kept secret..."



WWE:

# PREMIER MANAGER 2000

NOTE:

**INFOGRAMES STRIP OFF THEIR LATEST PREMIER MANAGER UPDATE...**

## PRODUCT SPECIFICATION

STYLE:	Football management sim
PUBLISHER:	Infogrames
DEVELOPER:	In-House
RELEASE DATE:	March 2000
COMPLETE:	85%



### User friendly

the ease of the game as far as the numerous options and management decisions are concerned

**A**s a self-confessed Wolves fan, Phil Bradley might not seem the obvious choice to produce a footy management sim. Nevertheless, he is the man Infogrames are entrusting with the latest version of their hugely successful Premier Manager series. PM04 tackled him on why he thinks Premier Manager 2000 is going to be the best football management title to appear on the PlayStation 2 date.

Premier Manager 2000 gives every football fan the chance to fulfil their dream of leading their club to glory" begins Phil. "If you are successful at a small club you can apply to take over bigger clubs for a new challenge. Failure will lead to you writing begging letters to the chairman of the bottom club in the league" in addition to teams in all four of the English divisions you'll be able to manage sides from the top two divisions in Germany, France, Italy and Spain. There are also a number of non-league sides from each country included, who will get promoted to the lower divisions now and then.

As with any good management sim - or at least one that is seeking to accurately represent the sport - it focuses on the lack of

them, play an extremely important role in Premier Manager 2000. Obviously the transfer market will be the most exciting manifestation of this, but you'll also have the opportunity to get involved in sponsor selection, ground and facility development, the hiring and firing of staff and of course ticket prices.

The matches themselves can be followed via text or a 3D match engine based on the one used in Aston Soccer 3 and accompanied by a Barry Davies commentary. Every match you play is completely different. There are so many events in Premier Manager 2000 as in real life, that no two matches will ever be remotely similar. Once this setting himself up for a fall should next month's preview code not deliver on his ambitious promise.

An even more impressive claim is that Premier Manager 2000 will give you the option to compete alongside up to three of your mates, providing you all choose teams from the same country. An interesting prospect indeed! Then again, so will England versus Scotland. ■

Joan Gilbert



### Every match

you match will be complemented by Barry Davies' commentary



The 3D match engine, based on that of Aston Soccer 3, sets a new standard as far as footie management sims go

## DESIGN PROFILE

COMPANY:	Infogrames
WWE:	Phil Bradley
JOB TITLE:	Sports producer
HISTORY:	Phil has produced over a dozen 1-11s but says the best ones he worked on were Striker in the PS2
INFLUENCES:	Phil's two sons are a lot of fun playing computer games to ensure that Premier Manager 2000 is the best

QUOTE: "Every match you play is completely different..."



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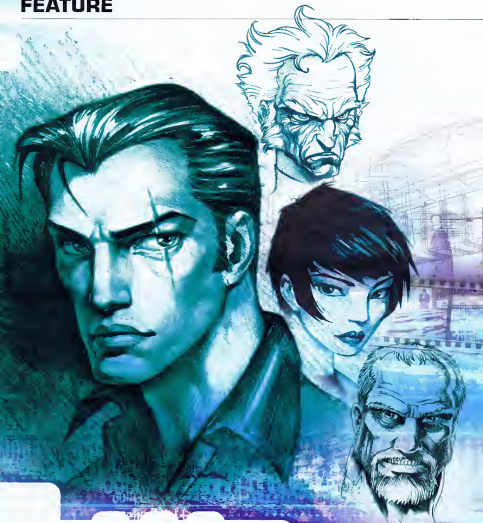
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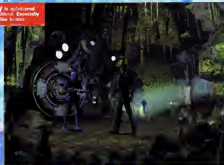
# IN COLD BLOOD

## FACT ATTACK

Publisher: SCE  
Developer: Revolution  
Release: May  
Format: PlayStation1

FORGET PLAYSTATION2. THIS YEAR WILL WITNESS THE LAUNCH OF THE MOST AMBITIOUS PLAYSTATION1 GAME YET. *PSM* BRINGS YOU THE QUIET STORM THAT IS REVOLUTION'S *IN COLD BLOOD*...

By Chris Bazzos, Christopher Morris, Euron



**T**he Broken Sword series cemented Revolution's reputation as one of the few developers capable of creating compelling point 'n' click adventures. Here were two challenging, well-balanced games that looked great and told sophisticated stories. But point 'n' click? That's a bit old hat, isn't it? Brings to mind wheezy old PCs with blocky graphics and beepy sound. Hardly very new, is it? Thankfully, Revolution felt the

## THE COLD-BLOODED CAST

### CORD

It's name's Cord, John Cord. MIA agent and the hero of *In Cold Blood*. As the start of the game, Cord is being tortured. By always said for what reason, you don't know. But all that torture triggers a flashback to a seemingly routine mission in the newly independent Russian republic of Volga.



### KOSTOV

"Imagine Brian Blessed as a Russian President. That's the way Charles Cecil likes to introduce Kostov's control in Volga - the brother Emperor Kostov of the KFF (Kaiser's Favourite Fighters). So, he'll be the one picking bits of the scenery from his tooth at regular intervals, this."



### NAGAROV

Anyone described as the sort of character Peter Cushing played has to be a better and slightly British. Nagarov, the ruthless dictator who has seized power in Volga, is the only villain of the piece. He tortures Cord at the start and he's also known to use a double for public appearances.



### CHI

A canny Chinese agent, Chi-Gap Chiung (pronounced Chi) is the way Charles Cecil likes to introduce Chi's control in Volga - the brother Emperor Kostov of the KFF (Kaiser's Favourite Fighters). So, he'll be the one picking bits of the scenery from his tooth at regular intervals, this."



same way when they started developing what would become *In Cold Blood* - an espionage thriller that aims to mix action and adventure gameplay with the story and production values of a Hollywood blockbuster.

"We wanted to get away from point 'n' click," states Revolution MD and *In Cold Blood* executive



Our most serious threat information helped along by Super Secret Code

producer Charles Cecil. "We decided that it was too gaudy as a gameplay mechanism. What we've produced is an action-based game that's primarily about stealth but also about shooting, so it's immediately an exciting environment." Now all that spiel about sneaking and shooting may sound a little like *Metal Gear Solid* or even the *Assassin's Creed*, but five minutes with this game and it's clear that Revolution are more intent on creating the next benchmark for story-based gaming than attempting to outdo Konami's classic.

Like the *Broken Sword* games before it, *In Cold Blood* wants to spin a cracking yarn, in this case a tale of espionage and betrayal set in the Near Future. China and the US are on the brink of war over Taiwan, and the newly independent state of Volga (somewhere in present-day Russia), rich in the rare resource of blue neptulene, is under the iron grip of the dictator Deron Nagarov.

Blue neptulene exists in most life and it's believed to offer the key to superconductivity at room temperature. In

"We wanted to keep the obstacles woven into the plot, as we did in the *Broken Swords...*"

— Charles Cecil

the game, this lets the Volgans create highly-advanced computers and weapons technology and gives Nagarov considerable strategic clout with the Chinese and the Americans.

Not that you know any of this because *In Cold Blood* starts rather confusingly. And deliberately so. The opening sequence has your character - MIA agent John Cord - being tortured by Nagarov, with memories flashing through his head and on your screen. Cord has cracked up and can't remember how or why he got there. But as he's tortured he starts to recall fragments of his past and, as his mind realises events, so

the player gets to play through these episodes in the game. In fact, you'll have played through two-thirds of the game before you arrive at the point where Cord is being tortured. The last third involves the story.

OK, so that may seem like nothing more than an elaborate





Maintenance and to the lift shaft  
Maintenance and to the lift shaft

**Blue** explains some of the technical aspects of  
Unlabeled provides the backing to the smooth action



factory to get you playing the mission, but that's rather like saying Gran Turismo 2 is nothing more than a fancy driving game. Charles Cecil takes his stories seriously, analysing classical screenwriting techniques and story structures and applying them to Revolution's games. He criticises that In Cold Blood's fractured plot. In a "A very exciting way of telling a story for us as game writers, because you can actually have the exciting incident at the start and it creates anticipation about what's going to happen. But since you don't know why it's happening we hopefully maintain the excitement and the tension." But, as Cecil explains, for Revolution, the story is never just an excuse for the game – the two have to be inextricably linked.

"When we came to planning In Cold Blood," he says, "we decided

that we wanted to keep the obstacles logically woven into the plot, as we did in the Broken Swords, rather than put in silly puzzles. Although," he adds, "he is very scrupled to come up with silly puzzles as they're so much easier to think of."

Cecil cites such puzzles as one of the reasons for the decline of the point 'n' click and it's hard to disagree with him. "People



**Thanks** to the game engine technology we can run on the people's hardware



## PAY ATTENTION NOW, 007

No self-respecting spy thriller would be complete without a criticism of G-style gadgets. But one you'll see most in Cold Blood is the Remora, a sleeky '70s digital watch.

### REMORA DATABASE

The Remora's database function keeps you informed of what's what and who's who in it. It provides information on your mission status and background on what Card and M's know about In Cold Blood's characters, objects and local area.

### REMORA MAP

The map facility helps you navigate during a mission, while the Remora's scanner comes in handy for tracking the patrolling guards and robots. Once you know where they are, you can decide whether to avoid them or just blow 'em.

### REMORA IR LINK

The Remora also sports an infrared link enabling you to interface with other computers. With close to one and establish a link, which enables you to hack into the village computer network, operate key bits of kit and obtain info.

understand the genius of them to well." He explains, "that they could immediately see the solutions to the puzzles. So developers tried to stop them by making the puzzles logical."

In Cold Blood's story is split into nine missions. Each the sweep of the



## GOT A LIGHT?

Want to know how *in Cold Blood* will play? Here's the opening scene of a mission to give you a clue.



After using a rope launcher to get on to a giant Nubian land train, Cord finds himself stuck in an inspection room. To get out, he needs to put his eye and only finger into an shut door at the middle of the screen and stand well back.



Self in the bowels of the land train, Cord has made it to the only engine room. There seems to be only one way to go, down the left-hand side of the engine. However the service lift at the end isn't there and there doesn't seem to be any way to activate it. Or is there?



As Cord writhes down towards the lift, his attention is caught by his head being by a small detector flow meant there a light in his custody? So, back the Zippo under the detector.



And the steam will go off, summoning a tribune who's a little surprised to meet a member of the British Secret Service. Well, he has brought the lift down, so all Cord has to do is shoot or knock him out. But there may be guards up above and a gun shot could alert them. Oh decisions, decisions.



**Dark** *where there's a will, there's a way.* By the look of it, the game, however.

► story and the scale of the game are vast, taking in some 400 cameras in around 300 different locations. As this suggests, when Cord walks from location to location, the game often 'cuts' to a closer view of an area he's in, or to something he's looking at. It's a familiar technique, used from *Alien* in *The Dark* through to the *Resident Evil* but *Revolution* are confident their story-led approach offers something unique.

*Revolution* aren't afraid to take their inspiration from anywhere they find it. If an object in a room is usable, then Cord will turn his head and look at it as he walks near. "We didn't want to highlight objects because we felt that was a bit crude," explains Cecil. Just like *Gun Fandango* on the PC, offers PSM. "Absolutely," admits Cecil. "We're not ashamed to take a good idea from somebody else."

With the more ponderous and detached point 'n' click interface gone, the real-time action can be a lot more urgent than *Revolution's* previous adventures. "We wanted to put more pressure on the players," explains Cecil, "but at the same time it's not meant to be unreasonable pressure." So, in most locations, you won't be forced into a firefight straight away but will have the time



## TALKIN' 'BOUT A REVOLUTION...

**PSM:** *In Cold Blood* clearly aspires to certain cinematic qualities in both its look and structure. Were there any films in particular that influenced you?

**Charles Cecil:** What we tried to avoid was *James Bond*, because it's very easy to fall into all the Bond clichés. The evolution of *The Usual Suspects* and action films like *Heat* were greater influences. It's a little pretentious to say we wanted it to be like those films, but we wanted to look at the intensity of them. It's a question of combining action with a strong story.

**But not the nature of gameplay which is about doing things, at odds with storytelling which is about being told things?**

My feeling about films is that if we try and write films as games then we'll create more disasters like the interactive movie. If we look at films and try to work out how best to apply what we can learn to interactive entertainment, then we start doing things forward. Films are all about frustrating the directors in their efforts. In a game, it's very similar thing: frustrating the player. Provided the obstacles are legitimate and fun...

**How do you see plot-based games developing in the future?**

Too many people in this industry are just producing a game that's slightly better than the last one. It's there is a quantum leap to be made – said I've not seeing there definitely is – then it is by studying what simplicity is about and what people want and how to come at it from a different angle.

**But surely these changes are partly dictated by the technology?**

Absolutely and certainly with PlayStation2 we face a huge creative challenge. We're very excited by PlayStation2 and we're very aware that we're one of the few designers who've been granted a license. We're got to live. We've got to extend the theory to apply it to the new technology. The opportunities made available by PlayStation2 blow everything else away. We were actually approached by the PlayStation2 division of Sony. Their motto was Japan is to create games with emotion and they identified us as people who took this whole area seriously so they're really looking forward to seeing what can and can't be done.

**"We wanted to put pressure on the player, but it's not meant to be unreasonable pressure" – cc**



"I like games where you can actually progress fairly quickly..." - cc

## CHARLES' REVOLVING RESUME

Revolution was set up by Charles Cecil, Tony Wamner and David Syles. Cecil first cut his teeth coding adventure games for the ZX81, Spectrum and Amstrad computers. Revolution have championed the story-led adventure, producing acclaimed point 'n' click adventures.



### 1992 LURE OF THE TEMPTRESS

Revolution's first game topped the charts for the ST, PC and Amiga with a compelling sword 'n' sorcery tale which featured the incredible innovation (at the time) of a real-time game world.



### 1994 BENEATH A STEEL SKY

A second number one on Amiga, ST and PC. BASS - as it was universally known - was a sci-fi game distinguished by the evocative talents of 2000AD/Walshman artist Dave Gibbons.



### 1996 BROKEN SWORD

Revolution's first PlayStation title used Disney-oriented animators and a classical score by Birmingham Polyphony to segment a modern-day mystery about the Knights Templar. It scored 91.0 in PSAG2.



### 1997 BROKEN SWORD II

George and Neca from Broken Sword swap Piers and the Templars for South America, an ancient Mayan prophecy and a dodgy drug dealer. BSW used the same on-line team as its predecessor and scored 91.0 in PSAG2.

to work out what's going on first. A stealthy approach is vital, however - you're a spy, not a soldier, after all. Shooting the Volgan guards that patrol the locations may help you out in the short term but your gunshots will alert other guards who'll hunt you down. Now in Cold Blood will trade off stealth and shooting is still under wraps as Revolution balance the game prior to its May release. Whatever the result, the game, and the story, should move at quite a pace.

"I like games where you can actually progress fairly quickly," says Cecil, "so we give people large areas to explore. And we'll never force the character to go endlessly off the way to the beginning of a section,

we always want to give the player that sense of progress."

So, In Cold Blood is a sneak 'em up, an action game and an adventure, while simultaneously packing the visuals and storyline of a top Hollywood blockbuster. That's a bit ambitious, isn't it? "It sounds



E-mailing

Revolution look to: 000... 000... 000...



This is much more than it is, and gives big hints to open the section up a bit.

complicated but, as in a good story, it's actually very simple," claims Cecil. "But honestly, the player will only realise this at the climax and go, 'So that's what it is!'"

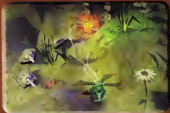
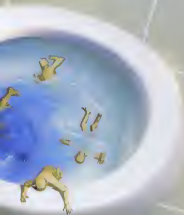
Revolution may have set their sights high but - judging from the quality of the early code - In Cold Blood shows every sign of pushing what used to be called the adventure into brave, new, exciting and cinematic territory. Book your tickets now. ■





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# PREVIEWS

FEB 2000



A.W.O.L.

...OR 'WHERE THE HELL HAS THAT GAME GONE? PSM HUNTS DOWN THE GAMES THAT HAVE GONE MISSING IN ACTION

## Prince Naseem Boxing

### Codemasters

Due to hit the shelves almost a year ago, Codemasters' rocky pugilist still doesn't have a definite release date. Latest news? Rejigged preview code is on its way and Nas will be replaced by Mike Tyson for the US version, both tentatively pencilled in for an April release.



## Rally Masters 052

Integrates twists you'd join them in the dirt now



## Beatmania 054

You too can spin like Namurobor Mikio, thanks to Konami-san

## Theme Park World 056

Reinventing with game - but for all the right reasons...

## The Dukes Of Hazzard 057

Fulfill that fantasy of driving Miss Daisy in the General Lee

## Rollcage Stage II 059

WpExed on wheels with sweet, sweet mayhem



## Cool Boarders 4 060

999 Studios take to the slopes where MEP Systems bailed

## Guilty Gear 061

A 2D slap 'em up fresh from a successful tour of Japan

## INCOMING...

JUST A FEW OF THE GAMES YOU CAN LOOK FORWARD TO OVER THE NEXT COUPLE OF MONTHS...



# Rally Masters Race Of Champions

AFTER CORNERING THE SAFETY-CONSCIOUS MOTOR AND ATTRACTIVE PINE FURNITURE MARKETS, THE SWEDISH ARE MOVING INTO VIDEOGAMES



**Rally Masters'**  
 locations - Italy, England, US,  
 Ireland, Gran Canaria and,  
 naturally, Sweden - offer a  
 pleasing environmental contrast

**S**wedish developer's *Digital Illusions* started life making pinball games. They were rather good at it too, but eventually had to admit that the future of videogames was unlikely to involve a little chrome ball bouncing around a confined environment. But all that experimenting with ball-bouncing physics wasn't to go to waste. Racing games - with their emphasis on prying from one collision to the next - were the natural next step, and so, *Rally Masters* was born.

The *Rally Masters* *Race Of Champions* meet occurs in Gran Canaria after the last round of the World Rally Championship. It's a bonus event that has no effect on the driver's overall World Rally standing, but is a damn good excuse for a sun-drenched junket to the Canaries.

The race format is little different from the usual wet weekends in Wales that we've used to. In this race, two drivers set off side by side on adjoining tracks that effectively create a dual carriageway. The track crosses over on itself so that, by the end of the run, both vehicles have travelled the same distance without ever meeting each other.

Now it would be reasonable to suggest that an entire game based around one track, is possibly pushing things a bit. But the guys at *Digital Illusions* aren't known for sitting at their

lone desks building their thumbs. Realising the disadvantage of a one-track championship could have in the game's infancy, they've been busy making up new ones and to date 46 tracks spread across six nations to make the final version.

And if that means a lot of work has gone into the track selection, then you should take a look at the range of vehicles on offer. The final count has yet to be decided, but expect all of this year's contenders to undergo a polygon makeover (Ford

**"Using the digital controls is surprisingly intuitive..."**

Focus, Peugeot 206, Mitsubishi Evo VI, etc.) as well as past rallying classics including the (now banned) Group B cars such as Peugeot's 209 Turbo 16 and the Audi Quattro.

Of course, there's little point having real cars if the handling isn't up to scratch and this is something *Digital Illusions* have spent many migraine-inducing months perfecting. Pleasingly, the game's control appears to have been worth it. Playing



The physics model applies force intuitively to each wheel as realistically as possible. This is the trickiest to keep the game playable



Rally Masters uses the digital controls to surprisingly intuitive, with cars responding authentically to your every command, so that after a few laps you're beginning to govtide around the water corners with aplomb. The analogue option isn't quite as immediate, feeling too loose for comfort, but hopefully this will be addressed prior to release.

If the handling is realistic, the game's structure has come from the arcade side of the tracks. There are a number of Championships including the usual stage-based stuff, a rally cross option (four cars on track simultaneously), an Arcade Mode (starts from the back of the grid and punts everyone), and, of course, the Race Of Champions. Such a smorgasbord of options should ensure plenty of longevity but just to be sure, you'll also be able to make up your own championships by choosing categories and tracks from the overall selection.

So that, concrete proof, that arcade simulations are the perfect introduction to the world of rallying games.

Mark Donald



The graphical reality is certainly up there with the better PlayStation rally games - technology has always been Digital Illusions' strength.



Like all racing games these days (blessed if you must), Rally Masters' vehicle selection includes a generous range of real life rally cars.

## WATCH OUT FOR...

THAT OH-SO FANTASTIC HANDLING



The most crucial aspect of a rally game has to be the handling. Graphics won't save you (though they always help, of course), if you can't get the car to govtide around corners, cross and mud pits like they do on BBC's *Thursday*, then it's Rally Masters' fault. These year car sideways into a corner with the necessary velocity, apply opposite lock while hitting the accelerator and smile as you power yourself out of trouble (almost) every time - the satisfaction from getting it right can't be underestimated.

## PSM OPINION

### POINTS

- Real, yet playable handling
- Great graphics
- Game of longevity

### POINTS

- Handy 1 very on cars
- Excellent handling range
- Can't take an L200?

### ADVANCE WARNING

Currently Rally Masters certainly takes the part and handles well to boot. The various modes of play should keep players busy and the car on its conduct, with both close-on-line action and the intense possibilities that come further.

# Beatmania

JAPANESE BEMANI WEIRDNESS WITH A EURO TWEAK  
FINALLY MAKES IT TO UK SHORES. THE BEAT GOES ON



A very simple principle in Beatmania: Stop and, without style of course, a spot of light (see in this case). Stop too, frustratingly brief because as they drop down the screen. Stop there! That's it



The sounds of Moloko provide the backdrop to the garage beat. You'll know it when you hear it

**T**he Japanese are almost slavishly obsessive about Western pop and lap up just about anything from these shores. Even Shoguns are cut heroes over there, for pity's sake. So is an effort to let the kids emulate their idols, Konami set about releasing a host of games that became known as the Bemani series. Beatmania was the first of these titles that enabled gamers to pretend they could DJ like Norman, play guitar like Jimi or drum like Keith. Needless to say the crowds loved it and the series went on to become hugely successful in Japan.

The question is can such a distinctly Japanese phenomenon import its success in the UK? The odds are long. Parappa The Rapper, despite being a great party game, never really took off in this country. However, Beatmania has learnt. Parappa's lesson and is attempting to bridge the cultural divide with this European edition. Let's just explain how the game works. Small counts!

Blocks slide down the screen on a four musical scale. When the block reaches the bottom, you press the button that corresponds to each note on the scale. One of the notes on the scale, by the way, is a scorching scorching, for that authentic DJ sound. It's a simple idea, which can get extremely dramatic once

**"Just a few beats distinguish the house DJ from the pro"**

you get going. As the tune kicks off, a flurry of blocks drop down the screen providing button-bashing not seen since the early days of Atari's Track & Field and demanding the dexterity of a card shark.

The music on the Japanese version may not include freddie!



**Video animations** rearing in the background provide endless amusement for the audience - and it's time for them to stop just the thought and have a crack. Then they'll find out how hard it is

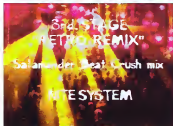




woodwind instruments, but it can still be difficult to acquire a taste for it. Enter Konami UK and their export club consultants. First, make the game more accessible by drifting in UK hipsters Maloka and Storeff to contribute a couple of tracks. Familarly with the music scene to make the game easier to play and the idea is probably to get used to the controls with the songs you know, and then built up to the less familiar realms of, well, Japanese big beat.

Being a highly competitive nation, the game includes a Two Player Mode in which you compete with/compiment your mate's DJing skills. Both tracks use different notes, so if one person's really good, but the other is tone deaf, the chances are it's going to have the neighbours calling the name police. Slipping up on just a few beats disqualifies the house DJ from an international pay, and look out because you're spotted at the end of each of the five stages. Embarrassing if you turn out to be an it guide dunes.

Small blocks slipping down a black screen might seem a little



**A world of strange Japanese musical styles is at stake in Beatmania. Retro Remix doesn't enter ASBA by the way...**

deliriously, but the developers have invented it up with a video window showing all manner of psychedelic weirdness. Today's beats doing it up that month into angry Japanese Gotha girls, and a cartoon of Betsy Gilmere. Most unusual, but it gives your mate something to watch while you're thumping the keys on the pad. Or ignoring the plate as the turntable controller. Wilco, wick wick? Can't wait.

Chris Magors

## WATCH OUT FOR...

THE SOOTHING SOUNDS OF THE JAZZ LEVEL



Pretty much the last level you'll get to, Miko Endo's beatman jazz is anything but soothing. Starting off with a relatively single beat, it descends into a storm of blocks flying down the screen causing a spasmodic beat of button bashing. Then the multiple buttons come into play. Which is where it gets really hard. - Being disorientated helps

## OPINION

**4 POINTS**

- Great tunes
- Novel idea
- Classic two-player one

**1 ADVANCE WARNING**

Yes, Beatmania's a novelty. An elaborate version of Super Smash Bros. that's affectionately exploits the popularity of modern club culture. But this is with a bit of fashion 7 and it'll also give you post-beatman entertainment.

**5 POINTS**

- Incredibly difficult
- Emotionally stable
- Takes hours of practice

# Theme Park World

ROLL UP! ROLL UP! READY FOR THE RIDE OF YOUR LIFE?

YOU HAVE TO DESIGN AND BUILD IT FIRST...



Move the camera wherever you like thanks to the new 3D engine. Don't forget to keep an eye out for problems such as litter, bugs and broken rides.

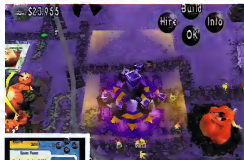


**Subtle mood** influences give you some idea as to whether or not your theme park is pleasing the punters.



## WATCH OUT FOR...

THE SIDESHOWS, SUB GAMES AND, UM, TORTOISE RACING



Aside from the main game you can access loads of little sub games. Just enter your ride sequence to research games and they'll award you something to play. You can work yourself with the Coconut Flip, Whisk & Mole and even have a flicker on the dubious Tortoise Racing.

**A** space who played the original Theme Park on PlayStation will know exactly what to expect from this sequel. As a theme park entrepreneur you must build and maintain your own version of Disneyland. But building rides is just a small part of your task. You have to hire various members of staff: researchers to develop the rides, security to deal with any trouble makers and cleaners to mop up all the sick from the kids who can't hold their ice cream.

If you want to make in the cash then you've got to keep your customers happy, right down to building toilets in strategic locations. You can also employ performers to keep the kids interested while they queue to get on the rides. The attractions double-up as mini-games - amusements like Whisk-A-Mole and Tortoise Racing are fun distractions from the main event.

In each park there are a number of Golden Tickets to collect. These are awarded when you achieve certain goals, like making a filthy great pile of feces or boarding a dangerously-large number of punters through the turnstiles. Golden Tickets unlock other parks, namely The Lost Kingdom, Halloween World, Space Zone and Wonder Land.

Each park has its own theme. The Lost Kingdom is a Jurassic theme park with rollercoasters that plummet down dinosaur tracks, while Halloween World features a scary castle in the shape of a giant brain. Looney

Theme Park World's main attraction though, is the new First Person Mode, which enables you to walk around your park from a punter's eye view.

**"The park's attractions double up as amusing mini-games"**

and even hop on board the rollercoaster you made earlier.

The odd thing about Theme Park is that you can't beat it. There's no end goal, you just keep accumulating cash and tinkering with your parks until you die. Once you've opened up all the different parks, you can switch between them at will, so if you get bored with one project, you can always move on and come back to it later. Which is exactly what we'll be doing when we return with the review next month. ■

Nick Jones

## OPINION

**POINTS**

- Hours of entertainment
- Highly creative
- Great sense of humor

**ADVANCE WARNING**

Theme Park World has a lot of depth, but you have to put a lot of work in to get a decent return. It will probably be popular among strategy buffs, but if you prefer action or adventure you had better look elsewhere.

**POINTS**

- Can be tedious
- Basic graphics
- Cas and unbalanced gameplay

# The Dukes Of Hazzard

JUST THE GOOD OLD BOYS. NEVER MEANIN' NO HARM. BEATS

ALL YOU NEVER SAW. BEEN IN TROUBLE WITH THE LAW. PROBABLY

**T**he Dukes form some of the fondest TV memories of childhood, so we'll try not to let the mists of time cloud our vision... But damn it, the chance to drive the General Lee, the Duke Boys' famous orange Dodge Charger, is a small dream come true.

Sony's PlayStation interpretation of the classic show is due out in March and it will be, as you might expect, a driving game. Comically rendered cut-scenes link each sequence together as you adopt the roles of various Duke clan members trying to save Uncle Josiah's farm from the rapin

**"There are loads of stunts to try..."**

man. On the way you'll meet kidnappers, deal on the dusty highways with Sheriff Rosco, and even go for a spin in Boss Hogg's big white Cadillac.

DOW is already playing pretty darn well, perfectly capturing the spirit of the show. This is due in no small part to the inclusion of the famous Wileys Jennings theme song over the wicked opening sequence. Further atmosphere is



added by members of the original cast who provide the in-game dialogue and Wayne manifests as the story progresses – just like an episode of the TV show. The gameplay also delivers plenty of thrills as there are loads of stunts to try, off-road sections to explore and ramps just waiting to be hit at 300mph.

Our only reservation is that the arcade handling is a little heavy-handed at present, so roving around in the General Lee doesn't feel much like driving a car. Graphically, the environments also lack variety as the entire game takes place in and around Hazard.

Enthusiasts will rightly wait for the Duke boys to come home with great anticipation. The presentation hits all the right country 'n' western notes (it includes the General Lee's air horn) so if the controls are fine-tuned and the graphics are jazzed up a bit, then we could all be having a hillybilly ball come March. ■

Miles Guttery



**Cut scenes between missions** make you feel like you're taking part in a typical TV episode rather than just playing a game.



### Jumping the river

## WATCH OUT FOR...

THE ORANGE, MILITARY-RANKED ONE THEY CALL LEE...



**Let's face it** everyone watching TV in the late '70s wanted to jump genre cars in the General Lee and now you can. Under any other circumstances, DCM could be just another driving game without the depth of GT or the look of Ridge Racer Type II. Given all the in-game dress houses, and it's a whole new key of motorcycle, Lotus and grandprix, we give you the General Lee.



**POINTS**

- Great soundtrack
- Varied objectives
- The General Lee

**POINTS**

- Linear regression
- Basic controls
- Sparse gradient

**ADVANCE WARNING**

So now, from safe licenses from fewer to TV shows aren't given the attention they deserve at development stage because publishers think they'll sell regardless. Make no mistake, *Jack & Hazel* still needs a lot of polishing.

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△○×□

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Publisher: GORE  
Developer: Attention To Detail  
Number of players: One to two  
Release date: April

[www.playstation.com/games/rollcage](http://www.playstation.com/games/rollcage)

PREVIEW

# Rollcage Stage II

STOCK UP ON THE SICK BAGS - OFF-THE-WALL RACING IS BACK WITH A VENGEANCE

**E**venlopers ATD have been around for over a decade, working on titles such as

*Cybermorph*, *Blast Chamber* and *Super Sprint*. But the Liverpoolian coders are better known as the lateral thinkers behind *Pagnum's* *Rollcage*, the head – and stomach – turning racing game voted Most Likely To Make Your Inner Ear Bleed by *PSM*. Inspired by *Wipeout* (indeed, the game was originally to be titled *Wipeout: Rollcage*), *Rollcage* was one of the most innovative games of 1999. Karts traversed tunnel collages as easily as roads, while on-board weaponry blew scenery on to the track and into the paths of your rivals. *Pagnum's* *Psychotic*, more like.

Now released by Sony, *Stage II* promises to be even more extreme. Where *Rollcage* had seven power-ups, *Stage II* has 12. What's more, these 12 can be multiplied by an accumulator system. Chain a series of power-ups together and they'll unleash ever greater levels of stunning and devastating effects. *Stage II* also ramps up the range of offensive weaponry, including the machine gun, a countdown flashbang and a repulse ring.

Then there's the new single-player game modes. *Scramble*, for example, challenges you to



**On the speedway**  
trackside you can either upgrade your kart or activate a 400mph

race down a short section of drag track as quickly as possible, without falling off the edges into the abyss. Then you must perform an emergency stop in the freezing zone, or overshoot – minus your dignity – into the forlornly gilt that waits beyond.

The one remaining question mark over *Stage II* is whether the Replay Mode will offer customizable cameras. It has yet to be implemented but it'd be a shame if ATD didn't give us the opportunity to relish some of the most spectacular crashes the *PlayStation* has ever seen.

*Rollcage Stage II* concentrates on providing more of the same, from the tracks and weapons to game modes. In many ways, it's more of an update than a sequel, but what an update. The new modes and weapons all look spot-on and, even if you're still enjoying the original, *Stage II* should make you fall head over heels in love all over again. ■

Steve Brown



**City tracks** include lush scenery of destructible scenery, which can be used to block your opponent's path. Target weapons can susceptible structures and leave leveling rubble in your wake



**In Scramble Mode** the tracks are assembled in space. If you don't use your brakes wisely you'll plunge into oblivion



## WATCH OUT FOR...

THE ONE-TO-ONE COMBAT



**The two-player Combat Mode** is undeniably *Stage II*'s most handsome feature. Opponents compete deathmatch-style, and the one with the most kills wins. As you use deadly moves by points or time limit. The aim range of weapons and shield power-ups really prove their worth in the purpose-built arena as you fight measure with counter-measures. What's more, thoughtful power-up placement makes matches as balanced and tense while the arena's compact design keeps you permanently within each other's sights

## OPINION

**POINTS**

- Stage (power-up) arena
- Intriguing new game modes
- Excellent voice tracks

**POINTS**

- A basic, not a revolutionary
- Music can be repetitive
- Frustrating gameplay

**ADVANCE WARNING**

*Stage II* is so much more than the original, while retaining the adrenaline-drenched spirit. There are new tracks, but are unfortunately there are new tracks and new weapons. The new weapons are new and the new weapons are new and the new weapons are new.

# Cool Boarders 4

**SNOW JOKE: WILL COOL SNOW SURFING LEAVE YOU FEELING BOARD?**  
**ANSWER: READ THIS PREVIEW AND MAKE YOUR OWN MIND UP**



The slopes and scenery are by far the most impressive yet seen in a PlayStation learning game. Many of the courses have plenty of alternate routes to take as well – just like the real thing.



**E**ven though Cool Boarders was the first snowboarding game on the PlayStation, the series has always had an advantage over its rivals. Yet, the reality of the three games released so far has yet to live up to its reputation. What's more, the PlayStation isn't exactly gassing for another snowboarding game; in recent months there has been MTV Snowboarding and Capcom's Trick 'N' Snowboarder.

But Cool Boarders' developer, 989 Studios, are determined to make the definitive snowboarding game. They've taken on board the criticisms levelled at the previous installments, and introduced a raft of new features. One of the most obvious changes is that Cool Boarders 4 uses real-life snowboarders (not that most of us would be able to tell our Chad Dickersons from our Jimmy Halespoons) and genuine

board manufacturers. Each boarder is capable of performing hundreds of stupidly named tricks and special moves, PSM's particular favourite being the stomachic tawak.

The gameplay options offer all you could want from a snowboarding sim, with the usual Downhill, Half Pipe and Big Air Modes, spread over five distinctive mountains. There's

**"Shame your friends with gnarly method melons..."**

also a simultaneous four-player option, which'll enable you to shame your friends with your gnarly method melons. Each of the 30 courses is packed with detail and contains a secret event, which is only triggered if you prove your pluck prowess. It's an added incentive to practice, until hand pants are as natural as passing wind.

Of course, SCE was let down by its control method. Merely, 989 promise that – coupled with speeds reaching 30 frames per second – CB4 will be a doddle to control. Was your boards nose?

Paul Rose

## WATCH OUT FOR...

**THE CHANCE TO TAKE ON YOUR MATES**



**Undoubtedly the split-screen, Multiplayer Mode is the highlight. How many other snowboarding games offer the chance to carmine headbashed with your Buffle-puckered buddies – and with no drop-off in graphical quality?**



**Trick opportunities**  
are plentiful in most scenarios

## OPINION

**POINTS**

- Deep courses
- Course-specific events
- Authentic boards and riders

**POINTS**

- The handling feels awkward
- Overpriced attraction
- Suffers from slow-down

**ADVANCE WARNING**

Providing 989 Studios can further refine the handling, Cool Boarders 4 will finally be the winter's breakthrough with the series desperately needs. It's undeniably ironic, but subliminal lightning alone does not make a good year.

# Guilty Gear

**Publisher:** Studio 3  
**Developer:** ARC System Works  
**Number of players:** One to two  
**Release date:** March

**T**his 2D title wouldn't have looked out of place five years ago. But, despite the release of fighters like Tekken 3, there's still a sizeable tribe of gamers who prefer their beat 'em ups to stay on a single plane. At least Studio 3 and ARC seem to think so.

Given that Guilty Gear is arriving on the PlayStation some years after most of its direct competitors, you'd expect it to look and play at least as well as Street Fighter Alpha. Not so, unfortunately – at

least not at this stage. The graphics and animation look very dated, and when the sampling gets going, there's nothing you can really do except hammer the buttons and hope for a miracle.

Perhaps the most frustrating aspect is the 10-stage boss battles which take absolutely ages to power up but when activated instantly kill your opponent. Can you begin to imagine a more frustrating way to lose a fight – especially when against the computer? It's not an especially rewarding way to win a fight either, unless you have a trick for over-the-top cartoony visuals.

All in all, one for die-hard Street Fighter fansatics and manga readers only. Look out for the full review of Guilty Gear next issue. ■

Justin Calvert



**OPINION**  
 The 2D fighter that time forgot.  
 Even worse, *Guilty Gear* doesn't even look like  
 it could hold its own against *Street Fighter*



Flashy special moves provide a distraction from the poor fighter animation



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# Midget Gems!

NOTE: HIDDEN IN THE DUSTY RECESSES OF MANY A PLAYSTATION TITLE LURK SOME CLASSIC MINIGAMES, OFTEN BETTER THAN THE PARENT GAME. THINK OF THEM AS HIDDEN TREATS. OR COOKIES.

Words: Paul Sims Photography: Rob Eastover

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NOTE: HIDDEN IN THE DUSTY RECESSES OF MANY A PLAYSTATION TITLE LURK SOME CLASSIC MINI-GAMES, OFTEN BETTER THAN THE PARENT GAME. THINK OF THEM AS HIDDEN TREATS. OR COOKIES. OR MIDGET GEMS. OR SWEET TREATS. OR...

ANOTHER NOTE: THIS IS WHY WE ENDED UP USING HALF A BAG OF ALLBERTS TO ILLUSTRATE THIS SELECTION (MOST OF THE BEST MINIMAXERS (VIA ALLBERTS) WEREN'T NEARLY AS GOOD VERBALLY, BUT WERE IN THE TOP 100 IN LOG PROBABILITIES). WE'LL GET TO THAT.

**N**o one quite knows when the practice of putting mini-games inside bigger ones began, but it's a staple of many PlayStation titles. Strangely, many of today's mini-games wooed the gamers of yesteryear and were considered to be state-of-the-art. So, in the future, we can all expect to be playing PS2 games hiding amusing little diversions like *Gran Turismo 2*. But, until then, *PSM* offers you our guide to our favorite mini-games, with a rough guide to just how much each middie gem is worth. Bargain!

**WHAT'S IT WORTH?**

\$9.99

Game: Ridge Racer

Developer Name:

Wine-cougar **Californians**

How you get it: Galaxies plays an *Archie* arcade game.

Soet! The first Galaxian game many people played was, ironically, an arcade game from the mid-1980s. Though *Galaxians* fades away as *Ridge Racer* loads up — much to the chagrin of some people — subsequent installments of *Ridge Racer* have enabled you to play *Galaxians* (or its sequels) far as long you damn well please. Undoubtedly the warm reception this mini-game received, inspired Namco to hawk around its retro Museum series.

## Asteroids

Some people are afraid of the word "strategy" and think that it is a fancy word for a plan. But a strategy is not just a plan. It is a plan that is designed to achieve a specific goal. It is a plan that is designed to be flexible and adaptable. It is a plan that is designed to be a guide, not a constraint. It is a plan that is designed to be a tool, not a cage. It is a plan that is designed to be a map, not a road. It is a plan that is designed to be a compass, not a destination. It is a plan that is designed to be a guide, not a constraint. It is a plan that is designed to be a tool, not a cage. It is a plan that is designed to be a map, not a road. It is a plan that is designed to be a compass, not a destination.

WHAT'S  
IT  
WORTH?

**£30.78**



## Game: Tekken 3

Developer: Namco

Mini-game: Beach Volleyball

How you get it: Beat Arcade Mode with all the characters. Sweet! Considering the generally po-faced nature of the Tekken series (bloke called King with tiger's head aside), it's good to see that Namco know how to have a laugh with their fighters. This bizarre version of beach volleyball sees you controlling the primary Tekken characters, as they attempt to keep a beach ball from hitting the floor, using their martial arts moves. Stupid, funny.

WHAT'S IT WORTH?

£7.97



WHAT'S IT WORTH?

£22.32



WHAT'S IT WORTH?

£29.19

## Game: FIFA Road To World Cup '98

Developer: Electronic Arts

Mini-game: A bunch of classic World Cup matches. How you get it: Change player names to Zico or Hagi. Sweet! Superb idea. You get to play in a whole bunch of retro World Cup finals, including our supreme throwing of our German cousins at Normandy in 1944. Sorry - Wembley 1966. A particularly nice touch, is that the older games are played in black and white. Just like they really were. Maybe.

## Game: Zero Divide

Developer: Infogrames

Mini-game: Phoenix

How you get it: Using the second controller, hold down start and select while the game powers up. Sweet! You can't argue with three levels of the classic arcade and SNES shoot 'em up Phoenix. The side-scrolling shoot-'em-up even has its own set of cheats and hidden features. A fine role-playing fest if ever we saw one, with some superb graphics and genuinely addictive gameplay.

WHAT'S IT WORTH?

£14.37

## Game: Rival Schools

Developer: Capcom

Mini-game: Home Run Derby and Smash Hot! Soccer

How you get it: Play through Evolution Mode to unlock both mini-games.

Sweet! First you get a cartoon baseball game, then a bizarre game in which you kick footballs of bankers cartoon heads. Neither bear any relation to the best 'em up antics of the parent game. Who cares?



## MINI-ME

FORGET THE MINI-GAMES WHICH ARE: WHAT ABOUT THE MINI-GAMES WHICH AREN'T? PS2M CHOOSES THE MINI-GAMES WHICH HAVE YET TO - AND PROBABLY NEVER WILL - BE MADE...

01

### Star Wars Episode I: The Phantom Menace

Mini-game: Wampa-Gunz

Jabba Binks repeatedly sticks his stupid, racist, stereotyped alien head up and down through cantinas in a nightclub. Using your lightsaber, you must attempt to strike him over the head and let his blood run like tears and promises never to appear in another Star Wars film ever.



02

### Tomorrow Never Dies

Mini-game: Bond's Double

Evander Challenge

Similar to Planetside The Rapper is that, as 007, you must select usually suggestive phrases from an on-screen menu, in an attempt to woo a foreign agent into bed. Phrases with a high chance of success include, "Now I know why they call you Penny Galore" and "I need to relax my chamber". These with a low chance include, "I've met myself" and "Do you want to see something sweet?"



## MINI-ME CONTO

03

### Metal Gear Solid

**Mini-game:** *Solid Snake*  
By repeatedly hitting the  button, Snake will light up a cigarette and puff away. The aim is to see how many puffs you can manage to get down his neck before his lungs pack in and he falls to the floor in a cramped, stinking mess.



04

### Quake II

**Mini-game:** *Quake II: w4re2 RuZe!!!!!! Edition*  
A simulation of what it's really like for PC owners to play *Quake II* over the Internet. This game is exactly like *PlayStation Quake II*, except it constantly pauses and unpauses at random, can only be set-up if you understand Pascal programming, and crashes every two minutes.







### Game: Tekken

**Developer:** Namco

**Mini-game:** *Galaga*

How you got it: Namco in retro mode! See below.

Sweet! Goggle at the gaggle of UFOs that stream down the loading screen. Then zap 'em out of the sky. If that were all, *Galaga* would be just another 20 second distraction, but this time it gets serious. Hit  when you see the number of hits logo pop up and you'll skip through the levels like a real fan fighter. Then try hitting , , and  on a controller two while the games leading for multiplayer madness.

WHAT'S IT WORTH?

£16.66



WHAT'S IT WORTH?

£7.23



### Game: Resident Evil 2

**Developer:** Capcom

**Mini-game:** *The Fourth Survivor*

How you get it: Finish the game in under two and a half hours, saving only once. Eek. Sweet! This mini-mode is only for those with the bravest of balls. When, or rather if, you get your hands on the galling gun, you'll unlock this rock-hard survival game, in which you have to lead a SWAT team member from the sewers to the roof of the police station. Without getting killed.

WHAT'S IT WORTH?

£17.42



### Game: Pac-Man World

**Developer:** Namco

**Mini-game:** *Pac-Man (arcade original)*

How you get it: Select it from the options menu.

Sweet! It's gloriously held that Pac-Man says, "Wakuu wakuu wakuu." In reality the noise is closer to "Wewoooh wewoooh wewoooh." Play this pixel-perfect recreation of the 1982 arcade game, and guide for yourself. Eat the dots, swallow the power-pills, consume the ghosts. Eat the dots, swallow the power-pills, consume the ghosts. Repeat until dead!



WHAT'S  
IT  
WORTH

£3.33

1-4-00

## Game: **Spyro 2: Gateway To Glimmer**

Developer: **Insomniac Games**

Mini-game: **Dragon ice hockey**

How you get it: See below

Sweet! Once you've killed the Yeti in the Colossus level dead, pop into his room and jump out of the right hand window. Hop up the stairs to the left and you'll reach a monk at the top who'll invite you in for a two-minute dash round the ice rink. A nice touch to a game already crammed with gameplay.

WHAT'S  
IT  
WORTH

£34.99

1-4-00

1-4-00

## Game: **Final Fantasy VII**

Developer: **SquareSoft**

Mini-game: **There are a load of others**

How you get it: Go to the Golden Saucer in Weller Square. You'll find a whole bunch of Mini-Game Squares. First up is the Chameleon Riding, a funny, clomping thing, followed by snowmobile, ball racing, and submarine shooting... There are absolutely more mini-games tucked away between Final's fleshy folds than in all the games released in the past year. Admittedly, some of them are integral to the game itself, but others are slightly casual distractions that you can play as much as you want. It's the variety and diversity of FFVII's mini-games which make Square's

RPG such a masterpiece.

RPG such a masterpiece.



## MINI-ME CONT'D

05

### FIFA 2000

Mini-game: **Break!**

You take control of a male or female striker, and must remain on the pitch for as long as possible. First the players, then the referee, then the police, and ultimately the crowd, give chase, to the accompaniment of that funny Benny Hill music.



06

### Croc 2

Mini-game: **Conveyor Belt Croc**

As Croc, you're strapped into a dentist's chair – your eyes held open with gaffer tape – and forced to watch as a conveyor belt passes before you, displaying a selection of fine words – shoes, hats, handbags, belts etc – stitched together from genuine crocodile skin. How many items will you remember at the end of the round?



## WHATEVER HAPPENED TO THE POCKETSTATION?

**S**ony were scheduled to release the PocketStation – the ultimate mini-gamer's accessory – earlier this year. Unfortunately, the peripheral has only been released in Japan. For the uninitiated, the PocketStation is a cross between a Memory Card and a Tamagotchi, vaguely resembling a dinky Game Boy. It has an LCD screen, a teeny joystick, and a couple of buttons.

As well as being able to save games, the PocketStation can play portable versions of games compatible with its bigger brother. For instance, in one American football game, you can use it to train players for use on your PlayStation, while travelling to school. Sadly, Sony

decided not to develop the project and the idea has since been nixed by Sega.

A worldwide release now seemed breaking even as it is that Sony is to produce a iLink-equipped PDA that's compatible with PlayStation2, TV, DVD, hard drives and more. Sega 3. See you 2...



Sony's handheld peripheral could have taken more power to its name board. But it was just too late.





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tab colour code

■ DRIVING GAME

■ ADVENTURE GAME

■ HERO 'EM UP

■ SHOOT 'EM UP

■ RPG

■ SPORTS GAME

■ STRATEGY GAME

# TOP SECRET

THIS MONTH, HUGE GAME GUIDES TO *QUAKE II* AND *GTA 2*, YOUR QUESTIONS ANSWERED IN *DO IT YOURSELF* PLUS THE BEST OF POWERLINE. SORTED!

## WELCOME...



This was the month that saw *Final Fantasy VIII* completed. Thank God. All the Guardian Forces in the proverbial bag, that evil witch cast out at last, and a veritable army of Chocobo's trained up and ready for action. What's that you say? *Final Fantasy IX*? Nurse, the screens etc...

Dan Mayers



### GAME GUIDES

OFFICIAL SOLUTION!

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## TIP OF THE MONTH

Having trouble bumping up your SeeD ranking in *FFVIII*? Try taking the exams using this crib sheet to get your grubby mitts on a load of extra cash...

	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8	Q9	Q10
L1	Yes	No	Yes	Yes	Yes	No	No	Yes	No	No
L2	Yes	No	Yes	Yes	Yes	No	Yes	Yes	No	No
L3	No	No	Yes	No	Yes	Yes	Yes	No	Yes	No
L4	No	Yes	Yes	Yes	No	No	Yes	Yes	No	No
L5	No	No	No	Yes	Yes	No	No	Yes	Yes	Yes
L6	Yes	No	Yes	Yes	No	No	Yes	Yes	No	Yes
L7	Yes	Yes	Yes	Yes	Yes	Yes	No	Yes	Yes	No
L8	No	Yes	No	No	Yes	Yes	No	No	Yes	No
L9	No	Yes	No	No	No	No	No	No	Yes	Yes
L10	Yes	No	No	No	No	No	No	No	Yes	No
L11	Yes	Yes	No	Yes	Yes	No	Yes	No	Yes	No
L12	No	Yes	No	No	Yes	No	Yes	No	Yes	No
L13	Yes	No	No	No	Yes	No	No	No	Yes	No



# Do It Yourself

**STUCK SPYING IN SAIGON? SURPRISED BY THE 55? LEFT SOBBING BY SNAKE SOLD? SEND YOUR REQUESTS IN TO DO IT YOURSELF AT PSM AND WE'LL GIVE YOU A HAND**

REQUESTED BY RICHARD SYMONDS, FAREHAM

## HOW TO... BLAST BARRELS WITH BOND

### TOMORROW NEVER DIES

There is no need to expose Mr Bond to risk when it comes to defeating the fictitious media mogul Carter and his private army. There is a trick that ensures 007's blood remains free from stains, while ensuring that the world remains safe. As the Sergeant in Full Metal Jacket endlessly informs Private Pyle, to be a marine your rifle has to become your wife, your lover and your best friend. The troops in *Tomorrow Never Dies*, having taken this advice on board, have similarly bonded with their weapons – so much so that a shot to the rifle is as fatal as a shot to the heart. Don't ask.

So before you blunder round a corner like a gang of armed opponents, pause and activate the targeting system. Often the soldier's gun will protrude ahead of the rest of his body. If it doesn't, sidestep a little closer until the barrel becomes visible, but be sure to keep enough distance between you so as not to attract their



attention. Utilise the silenced PPK as even if the shot misses, the target will be unaware of your attempt to terminate them. Once you've placed their gun in the centre of the crosshair and executed your license to kill, three rapid rounds into the exposed weapon will do the job. ■



## TOP TIPS

### INTERNATIONAL

#### TRACK AND FIELD

Johns in *Football*

Season's highlight: The

track and field

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REQUESTED BY PETE NILLS, DORCHESTER

## HOW TO... PERFORM SUPER SHARP SLIDES

### CRASH TEAM RACING

Crash and his karts can prove so tricky to handle as the bowling balls start flying, that any advantage you manage to gain can make the difference between first and last place. Thankfully, there are a number of ways to gain extra turbo, without the need for fancy icons and power-ups.

When powersliding try this little trick to help race you up the leader board. Hold **△** to slide as normal and keep an eye out for the exact moment that the snail turns black. Hit **△** and a small turbo will fire. Try to repeat this task three times and a much larger blast of acceleration will kick in, sending you speeding towards the finish line.

For turbo starts try hitting the accelerator at the precise point between the illumination of the third and fourth lights. If your timing is accurate enough you will leap forwards immediately into the lead. Turbo jumps can be performed by hitting **△**

at the top of any ramp. When your kart hits the floor a burst of power will result that will last exactly the same length as the time you spent in the air. ■









# OFFICIAL UK PlayStation®

POWERLINE

## THE LATEST CHEATS STRAIGHT FROM THE BRAIN AT SONY

**T**he official PlayStation Powerline is a unique service holding a wealth of immediate gaming advice, available at the touch of a button. Can't see the cheat you want here? Give the Powerline a try. Just call the number below. Once connected, press 0 to go to the game menu. Now just key in the five figure code printed too left on every game disc (and featured alongside the cheats here). If there are any tips and cheats, you'll hear them here, so have a pen and paper ready. Alternatively, phone the Powerline and wait to hear the range of other options including the latest release schedule. Just press the button required. What could be easier?



CALL  
**09064 765 765**

PRESS 0 FOR THE  
GAME MENU

PRESS 1 FOR THE  
POWER MENU

ENTER THE FIVE  
DIGIT CODE  
LOCATED ON  
YOUR GAME DISC  
FOR INSTANT  
GAME HELP

ACCESS THE  
SOFTWARE  
RELEASE  
INFORMATION  
SECTION

Call the official Powerline on  
**09064 765 765\***

\*Dish line activated service. Calls charged at 80 pence per minute. Please seek permission from the toll paper before calling. Service premier - Telecom Potencia, P.O. Box 98, Coimbra, 3001 70X



FI '99

09064 765 765

The following cheat codes are all activated by achieving a high score in the Grand Prix Mode. The cheat codes should be entered on the high-score table. To activate the Rings and Safety cheats, select the cheat you require from the bottom-right corner of the Grand Prix screen and race another Grand Prix.

**Rings cheat:** This enables you to collect gold rings while you race. Enter the following name on the Grand Prix high-score table using the correct upper and lower case letters - Rings.

**Safety cheat:** This enables you to race in and against safety cars in the Quick Race Mode. Enter the following name on the Grand Prix high-score table using the correct upper and lower case letters - Safety.

**Race at night:** This enables you to race in the dark on the Monaco circuit in Quick Race Mode. Enter the following name on the Grand Prix high-score table using the correct upper and lower case letters - Nights.

Each subsequent cheat must be entered when a new high score has been achieved while racing within the Grand Prix Mode, on any circuit and with any type of car, set-up, or driver.

## NO FEAR DOWNHILL MOUNTAIN BIKING

00849

From the main menu select the Time-Trial option and highlight 'use competition access code'. Powering the cheat has been entered correctly, you'll be able to use the cheats from the main menu, or within the Championship, Time-Trial, Duel and Tournament options.

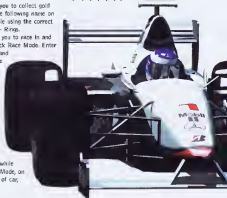
**Open all levels:** Enter the following letters on the competition access code screen: L, O, T, S, O, F, F, E, A, R.

**Open all bike upgrades:** Enter the following letters on the competition access code screen: L, O, T, S, O, F, G, E, A, R.

**Open the Trick Trail:** Enter the following letters on the competition code screen: M, O, N, K, E, Y, B, I, K, E.

**Two new riders:** Enter the following letters on the competition code access screen: G, O, B, E, R, S.

**Mirror Mode for all options:** Enter the following letters on the competition code access screen: E, O, O, M, R, O, R, R, I, M.





**Low gravity for your chosen bike:** Enter the following letters on the competition code access screen, though this cheat will make the bike harder to control: **B, I, G, F, L, Q, A, T, E, R.**

**Cartoon Trail cheat:** Enter the following letters on the access screen (You must have a space between the fourth and fifth letters, as well as the sixth and seventh letters) If the code has been entered correctly, the Haverhill Hill trail can be raced within a cartoon graphics, but only in Amateur Mode: **T, D, D, N, [Space], I, T, [Space], U, R**

**Wire Frame trail cheat:** Enter the following letters on the competition code access screen. If the cheat code has been entered correctly, the Walkmann Path trail can be raced using the pre-graphic wire frames, but only in the Amateur Mode: **T, Y, R, E, F, R, A, M, E**

**Dots Trail cheat:** Enter the following letters on the competition code access screen. If the cheat code has been entered correctly, the Sunshine Forest trail can be raced through what appears to be a universe of stars, but only in the Amateur Mode: **L, Q, T, S, Q, F, D, Q, T, S**

**Alien Trail cheat:** Enter the following letters on the competition code access screen. If it's entered correctly, the Dry River Valley trail can be raced on an alien moon, but only in Pro Mode: **A, B, D, U, C, T, I, Q, N**

**Lava Trail cheat:** Enter the following letters and number on the competition code access screen. If the cheat code has been entered correctly, the Aso Volcano trail can be raced during a volcanic eruption, but only in Pro Mode: **L, A, V, A, L, A, N, D, 2**



**Virtual Reality Trail cheat:** Enter the following letters on the competition code screen. (You must have a space between the sixth and seventh letter) If the cheat code has been entered correctly, the Cuevas Del Drac trail can be raced within a virtual world, but only in Pro Mode: **J, A, C, K, E, D, [Space], I, N**

## SOUTH PARK

02158

To access these in-game cheats and bonus characters, select Enter Cheat from the main menu select and then enter the cheat code required to access your desired character. Once you have inputted the cheat code correctly, go to the Head To Head game option from the main menu and your desired character will be accessible from the character select screen

For Chef enter: **Y, L, Q, V, E, M, A, C, H, I, N, E**  
For Wesly enter: **B, C, H, E, C, K, A, T, A, C, Q**

For Terrence enter: **S, R, A, F, T**

For Philip enter: **P, P, H, A, E, R, T**

For Jod enter: **J, H, A, W, K, I, M, G**

For Mr Macky enter: **A, C, H, E, A, T, I, N, G, S, B, A, D**

For Dicker Barbrady enter: **D, E, L, V, I, S, L, I, V, E, S**

For Big Gay Al enter: **G, O, U, T, R, A, N, G, E**

For Stanir/ Mavis enter: **M, S, L, A, P, U, P, M, E, A, L**

For Mr Garrison enter: **V, D, D, R, D, T, H, Y, S, F, R, I, E, N, D**

For Pat enter: **E, F, I, S, H, N, C, H, I, P, S**



For Jumbo enter: **Q, S, T, A, R, I, N, G, F, R, O, G**

For Bob enter: **H, K, I, C, K, M, E**

For Mr Carman enter: **K, A, L, L, W, D, M, A, N**

For Mephisto enter: **N, G, D, Q, D, S, C, I, E, N, C, E**

For the alien visitor enter: **T, M, A, J, E, S, T, I, C**

For the in-game cheats enter: **Z, B, D, B, B, Y, B, I, R, D**

You will now be able to select the cheats option from the main menu which will give you invincibility, all weapons, unlimited ammo, and the level select options.

For the alien visitor enter: **T, M, A, J, E, S, T, I, C**

For the in-game cheats enter: **Z, B, D, B, B, Y, B, I, R, D**

You will now be able to select the cheats option from the main menu which will give you invincibility, all weapons, unlimited ammo, and the level select options.

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You will now be able to select the cheats option from the main menu which will give you invincibility, all weapons, unlimited ammo, and the level select options.

STILL STUCK IN THE BADLANDS OF STROGG? TIRED OF TAKING ON MAKRON WITH THE FUTURISTIC EQUIVALENT OF A CATAPULT? THEN TRY OUR FRAGGIN' GUIDE TO CRISPY GIB-STEAKS...

# Quake II

OFFICIAL SOLUTIONS



## HANDY HINTS

● Save all restarts until the situation demands their use. These three opportunities to heal and re-equip yourself are worth preserving until matters become truly desperate. There will be times in the game that progress may seem impossible but there are often chances to heal much of the damage done just after most of the serious encounters.

● When entering a new section, pause the game and note how many kills you have already made and how many there are left to slaughter. This information reveals if there are any undiscovered bands of Strogg roaming in areas that you thought were clear or if there are any locations as yet undiscovered. This menu also reveals the number of secrets available, but don't waste time searching for them as many will prove pointless and they often expose you to fresh perils.

● Use the shoulder buttons to move around corners so you can always bring your weapon to bear before your opponent. Also this is perfect for avoiding Railgun blasts and missiles.

● The scenery can aid your struggle. Boxes and walls provide useful cover. Lift shafts and raised walkways are ideal for dropping grenades on to Strogg who are ignorant of the threat from above and doors will crush any opponent stupid enough to linger in the doorways. ■

## YOUR ARSENAL



### ● BLASTER

This standard issue sidearm is weak to the point of useless and is only redeemed by the fact that it never runs short of ammunition. Best used for locating secrets hidden in walls and occasionally for giving the odd Strogg a nasty bruise.



### ● SHOTGUN & SUPER SHOTGUN

Available in single-barrelled and double-barrelled varieties, these weapons are ideal for when the more glamorous weaponry runs dry. Super at close range it is only the long reload times that score against them.



### ● MACHINE GUN

With a plentiful supply of bullets, the Machine Gun is the general purpose workhorse of the weapons world. Its rapid rate of fire is counteracted by a lack of accuracy over distance. Use it to tandem with the Shotgun and the Super Shotgun.



### ● CHAINGUN

Disappointingly ineffective, the Chaingun wastes time and ammunition with its long spin-up and spits a down pour. Suitable for larger appearances only and even then plenty of rounds will end up in the scenery.



### ● GRENADES & LAUNCHER

For maximum effectiveness retreat from an opponent and toss an explosive directly at him. The only note of caution is that if a grenade makes contact with your skin it will detonate causing untold damage.



### ● ROCKET LAUNCHER

The best weapon available. Madmax's Pre-power minimum reloading time. It may be suicidal over short distances, but is ideal for clearing rooms and knocking out opponents who pose a serious threat to your well being.



### ● HYPERBLASTER

It has a devastating rate of fire that seems to freeze opponents - even those as substantial as Tanks. While orbs may be less numerous than bullets, the Hyperblaster is the best piece of kit to have in your armoury.



### ● RAILGUN

Crippled by a long reloading time this duopoints. Supreme in its power, its practical use is limited by its lack of rapid fire. Three shots to destroy any opponent is expensive but less so when there others are bearing down on you.



### ● BFG 9000

Tired of suffering at the hands of the Strogg? The BFG 9000 will send any previous lack of firepower. However, since this monster uses Cells for its power you may prefer to use the Hyperblaster rather than save up



### 1 THE OUTER BASE

Enter the first room, collect the shotgun and use it for your first kill. Once blooded, dive into the water and swim under the bridge for the secret. Back on dry land, clamber on to the lift and descend the ladder for the Medi-pack. Returning to the upper level keep going, taking the equipment located by the water. Take the opportunity to head outside to collect the

armor before running back up the broken pillar into the base. Behind a group of crates there is a hole in the floor which you can drop through into the water. Beware! A small overhang is a hollow containing the Super Shotgun, and the final secret. Equip this superior side arm and scamper back along the corridor, through the control room, to the right and up the stairs to complete the section. ■

### 2 INSTALLATION

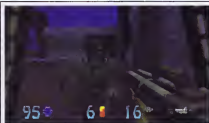
A Machine Gun awaits at the top of the first incline. Bump into the switch to take the weapon. The lift takes you to a mined walkway with extra armour and a Quad Damage multiplier. Dash outside and jump across the broken bridge from the point of one shard to the other. Through the unlocked door await more guards. Once they have been cleaned room to the great outdoors, descend the stairs and pass through the waste pipe. Kill the Trooper and open the sewer before diving in. ■



### 3 THE COMMS CENTRE

The nearby pool will yield a Quad Damage which should last long enough to fight your way through the level to a lift. From this lofty vantage point you can jump down on to the bullet-proof jacket you by-passed earlier. After collecting the armour ascend back to the walkway and continue onwards, past the window and into the control room. Shoot the dog and Gunner before bumping into the control panel and collecting the blue key. Retrace your steps until you encounter the flying enemies and stroll through the now unlocked doors to the lift. Activate the floor level switch to lower the bridge and go back outside. After another encounter with the flying man-in-tents run over the bridge to the exit. ■





## THE DETENTION CENTRE

Dispatch the two Enforcers and equip the Chargin' before jumping into the open to face a Gladiator. Sideswap his Shotgun and keep hitting him. Once he has departed, plunge into the water and collect the invisibility before taking the Yellow Key guarded by the three Enforcers. Clamber up and face yet more Stroggs, including some firing from on high. Access the raised platform by entering the left-hand door and rushing upstairs. From here the lasers can be turned off

and a small jump across the gap will give access to the Chargin'. Return to the ground floor and head through the right-hand door into the Detention Centre. On the right, a small room conceals the switch to turn the lasers off. Deactivating these will enable you to access the Quad Damage icon near the start of the section. Use this to destroy the tank patrolling around the cell block. Bash the red buttons to release the prisoners and depilate their glads of equipment, before racing down the corridor to complete the section. ■

## THE GUARD HOUSE

Clear the cells and steal all the equipment on offer before using the lift to ascend to the next level and enter the next room. Collect all the extra items and deal with the Flyers who emerge from the back wall. Take the exit to the right and



emerge, blinking, into the daylight. Dispatch those who dare to challenge you and drop on to the lower level floor. Enter the left-hand door and collect the health packs concealed behind the crack in the wall. Turn around and go back through the other door. Skirt the edge of the room to avoid the collapsing floor before encountering yet more guards. After blundering into a large hall, pile grenades on to the hapless guards below before descending to collect the debris they leave. A Tank waits outside, flanked by numerous guards. Draw them back into the tunnels and deal with them individually before using the Chargin' to knock the Tank off his perch. Deactivate the lasers and wander inside to take the first pyramid key. Turn around and retrace your steps through the Guard Chamber back to the open area just outside the Pyramid. This time opt for the lower of the four doors. A switch inside will drop a draw bridge and release two Icaruses. Knock them out of the sky as quickly as possible and end the level by crossing the bridge. ■

## THE SECURITY COMPLEX

This section opens with a firefight and a number of blocked doors. Press onwards, descending down into the heart of the structure. Bypass the Chargin' and pause at the entrance to a vast hall. Use the doorway to provide cover as you pick off the various aliens contained within. The rear door provides access to the Pyramid, where you

will be told of your new mission to locate the two keys required to open this month's and gain admittance to the level ladder below. Return to the hall and exit via the side door on the raised level to the left. From this balcony the lasers that blocked your progress earlier can be deactivated. Return to these openings and head through the larger one to the Guard House and a new restart point. ■



## THE TORTURE CHAMBER

Collect the Hyperblaster and rush down to the cells themselves. Start freeing prisoners and looking for a crack in one of the walls that conceals another Hyperblaster. Climb back up to the next level, past the Marine under the circular saw and onwards into the Torture Chamber itself. Activate the switch to lower the cage and take the key from behind the captive. Equip the

Hyperblaster and destroy the spider. Before returning to the surface and the Pyramid. Once there, back into the console to open the structure, equip the Hyperblaster and dive into the opening. The fan at the bottom of the shaft will cause you to float slowly downwards so fire as you descend. Once all the Stroggs have departed, slip into the exit. ■



### GRID CONTROL

Slaughter the Sirogg and dodge the lasers to collect the Grenade Launcher and flak jacket. Rush to the end of the corridor, collecting the extra health packs, and rise up to face the pair of Tanks. Upon their death a tracked box will be revealed. Ponderously slow and cumbersome he leaves his flank constantly exposed to attack. Exploit this by launching grenades into his back and retreating into

cover before his weaponry is brought to bear. Repeat this task as required and collect the two health packs that are located behind the large pillars. Once he has departed use the Blaster to find the secret rooms hidden in the two side walls and jump into the hole that opens up. Destroying the blue crystal will reveal the exit, but before departing for the next level inspect the back of the pillar to discover the Rocket Launcher. ■



### TOXIC WASTE DUMP

One of the smallest and easiest levels the Toxic Waste Dump is quickly traversed. Quickly pick off the Iron Masters and the Tanks that are located near the start. Ascend the stairs retreating only when an on-screen message informs you of a door opening to collect the exposed items. Further on, blast the broken bar that blocks access to a number of bonus items and a switch. When the end wall is reached, butcher the Berserker below and drop down to finish the level. ■



### POWERPLANT

Shoot out the Berserker behind the lasers and use the rockets or Hyperblaster to waste the Spider. Once that threat is removed descend into the water and wander around behind the pillar, go down the ladder and collect the red key. Return to the starting point and cross the bridge into the tower. Deactivate the lasers on the left side of the main room before going through the right-hand door to face another Spider. Time your plunge into the pit between explosions and destroy the two Iron Masters before using the fan on the other side to float you upwards again and on to the lift.

After saving the level, press onwards to the lift and pick up the Duke CD. Exit past the body of the Iron Master who appeared as you collected the CD. Once out of the door and on the lower section,



return to the start and go through the door that originally requested the CD. Another lift will appear in front, climb on to it and rush across the bridge. Deactivate the reactor base and pick off the Gladiator who appears on the far side of the room. Return to the previously sealed doors on the walkway and you will now find yourself on the other side of the reactor core. Slide through the side door and jump into the pit. ■



### PUMPING STATION ONE

Collect the Railgun near the start and keep onwards climbing on the crates to steal the Mega-Health. The enemies are small, but numerous and not too challenging. A door with a green switch nearby will drop you into a secret corridor with extra equipment and enemies. Wander along the ledge to the raised section and rush back through the liquid using the

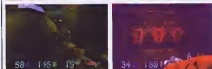


Environmental Suit found there. Collect the yellow key and waste the Tank then pulling the handle on the right-hand side before returning once again to the reactor. ■

## ② THE REACTOR

Dispatch the first Strogg with the Grenade Launcher and mop up whatever is left. Dive over the platform to steal all the extra health below. Arm the Hyperblaster

and prepare for a battle with a number of Tanks and guards. Return to the reactor and wait for the nuclear explosion to fire up the jammed door. The lift will take you to the end of the level. ■



## ① DEFENCE COMMAND

Use the portagon-shaped building as cover to take on the two Tanks and then blast the pair who await you inside. Rush to the main control room, go through the only unlocked door and blast the walls on the left and right. Return to the main hall and find the door that is now unlocked, this will lead you to the Research Facility. ■



## ③ RESEARCH FACILITY

Activate the console and destroy the pair of dogs before engaging a number of Tanks and Troopers. Use the Hyperblaster to dispatch them all before spinning around to waste the dogs that approach you from behind. Steal the Medi-pack that they have revealed before continuing down the corridor and turning to the right. Upon reaching the locked door go back across the junction ready to do battle with an Iron Maiden. Ignore another Marine wandering aimlessly and activate the panel just beyond the Tank. Enter the lift and descend to the next floor.

On the lower level use the terminals to activate the bridge that spans the lava pit. Make near-perfect jumps to hit the switches on the side walls that open the previously sealed doors. Return to the restart point via the lift and go through the security door. Once there steal the commander's head and return to Defence Command, which the severed body parts will enable you to enter. ■



## GRAVITY BOOSTER ROOM

Destroy those who block your path and collect the Combat Armour on top of the crates. Turn around and collect the extra health pack hidden by the door. Waste the Guardians with the Hyperblaster, or by trapping them in the door. Shoot the Berserkers off the balcony and climb through the door on to the moving platform. While you are waiting to arrive, equip the Shotgun and blast the Flyers that hover near the bottom.

The level boss of this section is remarkably ineffectual, despite his immense size. His lack of speed and inability to turn means that he won't sway you on your mission. Use the Rocket Launcher to hit him in the rump repeatedly before scampering behind a pillar as he rotates. Once he has departed collect his reactor, equip the Hyperblaster and step into the transporter beam. Two Guardians and two Enforcers await you and need dispatching as quickly as possible.

In the final room plant the A-Bomb in the receptacle on the glass wall and step into the transporter opposite. On your arrival rush past the Tanks to the higher ground and use grenades from on high. Return to the main hall where another boss will burst from the floor. Keep the glass control panels between the two of you and hit him repeatedly in the rear with the Hyperblaster or Rocket Launcher. ■



## INNER CHAMBER

Utilise the extra Med-packs situated around this level and use the time honoured methods of bouncing grenades off the walls to destroy the Tanks. The two walkways contain Iron Madders but only hits with rockets will nullify them. Dodge the lasers that blare through the door and step out into full view of Makron. Don't be

foiled this is only a projection of the final boss. So instead of wasting valuable ammunition, stand on the four switches. Activating two of the four will rebase Flyers from the back wall so have a shotgun ready to deal with them. Scamper up the flight of stairs and face the final confrontation. ■

## MAKRON

Makron himself has to be beaten twice, once in robot form and once in person. In first his Incarnation he takes the form of a cumbersome robot that is easy to hit but tricky to defend yourself against. In his armoury are a number of projectiles that fire green beams that will drain your energy from full to naught within seconds.

Obviously they are to be avoided, and the best technique is to wait until Makron's rotors whirl and he starts to lift one leg before running in the other direction. Otherwise, repeat the now familiar tactic of shooting him in the rear and then running away.

After all 200 Hyperblaster rounds and most of the rockets,

Makron will surrender his steed and face you on foot. While his robot explodes use the opportunity to collect the additional health and ammo scattered around the area. For what Makron has lost out in fire-power, he has gained in agility and is still a formidable opponent.

As before, utilise the cover provided to minimise the time that the leader of the Strogg has to return your fire. With luck and judgement, once more Makron will bite the big one. Job done. ■





THERE'S TROUBLE BUSTIN' IN FROM OUT OF STATE. THE O.A. CAN'T GET NO RELIEF, AND IT'S PROBABLY ALL YOUR FAULT... FOLLOW OUR GUIDE TO GANGLAND AND BEFORE LONG YOU'LL FIND YOURSELF GOOFATHER. OOPE

OFFICIAL SOLUTION!

# Grand Theft Auto 2

## GETTING AROUND

### WALKING

You're not the only criminal on the streets, so while you're on foot you're just as vulnerable as any other pedestrian.

Look out for the pedestrians in red tops. They're muggers, and any time they make contact with you you'll see your score drop. Shooting muggers is generally considered to be an acceptable practice though, so preferably before they help themselves to your cash, take them out with a couple of shots to the head. The Police will turn a blind eye and you'll find that you score more for shooting muggers than you do for blasting the general public.



### DRIVING

Unlike those in *Driver*, the police in *GTA2* aren't too worried about you jangling the occasional light, or even driving the wrong way down a one-way street.

The only time you really need to worry about adhering to the traffic laws is if you've stolen a Taxi (T) and are making money from a fare. If you drive like a lunatic your passenger will get out at the first opportunity. You can get away with bumping into other cars for the most part, but the second you touch bumpers with a low enforcement vehicle you'll be in trouble, so they're best avoided.

As much fun as it is to drive around with a total disregard for anything and everything, there are certain missions where being pursued by the law will hinder your progress. Delivering drugs, for example, isn't something you want to be doing with sirens in earshot. Read all of your mission briefings carefully and, if they're not time sensitive or require a lack of police presence, kill your speed rather than pavement fodder for a while.

## BODY SHOP

New to *Grand Theft Auto 2* are weapons that can actually be fitted to your vehicles. They're a bit expensive and not really necessary for completing most of the missions. That said, they're great fun and occasionally come in very handy if you're on the road and there's someone in hot pursuit.

### HELL OIL

\$10000

Leave oil slicks behind your car with the push of a button. Any pursuers coming into contact with the oil will slide off the road, losing their valuable time and enabling you to race away.



### GOLD MINES

\$50000

Dropping mines behind your car is a sure way to slow down, or in fact destroy, any cops that are chasing you. They're extremely effective, but unfortunately also extremely expensive.



### SMITH & WESSONS

\$25000

Two-front firing machine guns. These are a great way to take out large numbers of armed pedestrians, such as an enemy gang, without having to leave the relative safety of your vehicle.



### MAX PAINT

\$5000

Goes on your tail? Invest in a new paint job or replacement number plates – they'll lose your tail and you'll have a nice, new shiny car to boot. Visiting the paint shop will also repair any damage to your vehicle, so it's \$5000 well spent.



### BOMB BAY MIX

\$5000

Turn your vehicle into a bomb – this is very useful for taking out targets such as armoured cars. Simply leave your rigged vehicle next to the target and detonate – you have about five seconds to get the vehicle and reach a safe distance.



## WEAPONS

There are plenty of weapons to choose from in GTAA2 – each varies in effectiveness, ease of use and availability.



## ● PISTOL

Your bog-standard single shot pistol. Reasonably good range and reloading times, but you need to be very accurate for it to be effective.



## ● DUAL PISTOL

Later in the game you'll be able to go for it John Woo-style with a pistol in each hand. Unfortunately the two shots fire off at an angle rather than parallel to each other, but it's still pretty neat and handy if you're outnumbered.

● UZI  
SILENCED UZI

Probably the weapon that you'll want to make the most use of. The firing rate is extremely fast and because you can keep moving the whole time you don't need to worry about being particularly accurate. Devastating in a crowded situation.



## ● ROCKET LAUNCHER

Extremely slow in the reload stakes, and occasionally quite difficult to fire accurately. The Rocket Launcher is best used for blowing up vehicles and generally causing mayhem. The explosions are quite big, so it's best to keep your distance from targets. If you're too close you might find yourself being thrown up into the air and then falling to your death.



## ● ELECTRO GUN

This weapon effectively fires lightning bolts at all living things. The Electro Gun will only fire when targets are nearby and can take out multiple targets at the same time. It takes a while to kill them though, so it's not recommended when you're surrounded by angry cops.



## ● MOLOTOV COCKTAILS

Petrol bombs that can be thrown varying distances, depending on how long you hold down the fire button and whether or not you're moving at the time. The area affected by the explosion is relatively small, but they are great for getting rid of huge traffic jams or roadblocks.



## ● GRENADES

Very similar to Molotov Cocktails in all respects. The only real differences are that the explosions cover a slightly bigger area and that the Grenades will often roll along the ground for a while after being thrown before they actually explode. They're great for taking out enemy vehicles when you're stuck on foot.



## ● SHOTGUN

A powerful single-shot weapon. Reasonably quick to reload with a good spread of fire. If you're being chased on foot, you'll find the shotgun is a good weapon to have when you decide to do a 180 and let your pursuers have it.



## ● FLAME THROWER

Just the best crowd control weapon there is. The range of the Flame Thrower isn't that great, but the people that you set on fire start to run around setting anybody who comes into contact with them on fire as well. Death isn't instant, but targets will be far too busy panicking to retaliate.

DOWNTOWN  
GANG CARS

Each of the major gangs has its own vehicles. It's worth knowing which cars belong to who because you'll upset them if you steal too many of their wheels. It's also worth noting that gang vehicles aren't re-spawned, so if the cops come after you it's difficult to shake them.



## YAKUZA MIATA

Speed: Good  
Handling: Good  
Recycled: Rocket Launchers.



## ZAITATSU Z-TYPE

Speed: Excellent  
Handling: Excellent  
Recycled: Silenced UZs.



## LOONIE OMENTIA

Speed: Good  
Handling: Very good  
Recycled: Invisibility power-up.

FIVE CARS TO  
LOOK OUT FOR

## COP CAR

Speed: Very Good  
Handling: Excellent  
(and with a traffic clearing siren)  
Recycled: Cop Rifle



## ARSTON BDI

Speed: Poor  
Handling: Poor  
Recycled: Get Dicks  
Jail Free Card



## TAXI

Speed: Average  
Handling: Average  
(but can be used to pick up fares)  
Recycled: Double Damage



## B-TYPE

Speed: Excellent  
Handling: Excellent  
Recycled: Invulnerability power-up



## SCHMIDT

Your first car  
Speed: Poor  
Handling: Poor  
Recycled: Health power-up



NEUTRAL  
TERRITORY

YAKUZA  
TERRITORY

ZAITATSU  
TERRITORY

LOONIE  
TERRITORY

### RESIDENTIAL

#### GANG CARS



##### REDNECKS PICK-UP

Handling: Good  
Speed: Average  
Recycled: Health



##### SRS SCIENTISTS METEOR

Handling: Superb  
Speed: Superb  
Recycled: Invulnerability



##### ZAIBATSU Z-TYPE

Handling: Superb  
Speed: Superb  
Recycled: Silenced Units

#### FIVE CARS TO LOOK OUT FOR



##### HAMMER

Handling: Superb  
Speed: Superb  
Recycled: Silenced Units



##### FURBER 66

Handling: Superb  
Speed: Superb  
Recycled: Fuelless



##### BUZZER

Handling: Superb  
Speed: Very good  
Recycled: Electric Motors



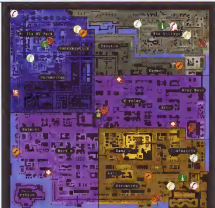
##### BIG RIG

Handling: Good  
Speed: Good  
Recycled: Armour



##### TANK

Handling: Very good  
Speed: Good  
Recycled: Electric Motors



NEUTRAL TERRITORY  
REDNECK TERRITORY

SCIENTIST TERRITORY  
ZAIBATSU TERRITORY

### INDUSTRIAL

#### GANG CARS



##### RUSSIAN MAFIA BULWARK

Handling: Poor  
Speed: Average  
Recycled: Shotgun



##### KRISHNA KARMA BUS

Handling: Poor  
Speed: Poor  
Recycled: N/A



##### ZAIBATSU Z-TYPE

Handling: Superb  
Speed: Superb  
Recycled: Silenced Units

#### FIVE CARS TO LOOK OUT FOR



##### JIFFYRISER

Handling: Superb  
Speed: Very good  
Recycled: Jet engine



##### B-TYPE

Handling: Good  
Speed: Average  
Recycled: Invulnerability



##### PALMTREE

Handling: Average  
Speed: Poor  
Recycled: Armour



##### BOMBER

Handling: Very good  
Speed: Very good  
Recycled: Pass shield



##### TANK

Handling: Average  
Speed: Poor  
Recycled: N/A



NEUTRAL TERRITORY  
RUSSIAN TERRITORY

KRISHNA TERRITORY  
ZAIBATSU TERRITORY

## CRIMINAL GENIUS

Time for some general gameplay tactics, techniques and things to do when you don't fancy running errands for any of the gangs.

## GANG WARFARE

To get in with a gang you need to upset their main rivals **110**. Each area of the city contains three gangs, all of which despise the one listed below them in the top left corner of the game screen.

The easiest way to upset a gang is not to be subtle about it. Get yourself well armed, steal a resilient vehicle and head deep into enemy turf. Stay in your vehicle for as long as possible and simply run over as many of the gang members as possible. You'll probably be able to do this without sustaining too much damage yourself, but if your vehicle does start to look a bit ragged, or catches fire, jump out and use your guns as you make your escape. Fitting guns to the front of your vehicle is an option, but the majority of them are fairly expensive and can't be transferred.

## ONE GANG AT A TIME

It's very easy to switch your loyalties from gang to gang as you play. In fact you'll have to if you want to complete all of the missions in a given area. Your best bet, though, is to concentrate on a single gang at a time – that way you'll earn enough respect from the earlier missions to be trusted with more dangerous and lucrative jobs. When the gang you're loyal to have nothing more to offer you it's time to move on. Do this by going on a rampage in their HQ – you'll be amazed how quickly they can turn against you.

## GTA BONUS

Steal one of every single vehicle in the area and you'll be rewarded with a Grand Theft Auto bonus – loads of points and the chance to have a crack at one of the bonus missions when you leave the area. This is something to think about when using the car crusher technique to get powerups.



## INSANE STUNT BONUS

Find yourself a nice fast vehicle and a ramp with a good run-up **121**. Do what comes naturally and if you manage to keep your chosen mode of transport off the ground for a few seconds, you'll be rewarded with an Insane Stunt Bonus.

## KILL FRENZIES

Each of these green tokens represents a Kill Frenzy **131** opportunity. Simply collect it and follow the instructions. They generally involve you being given a specific weapon with which to take out a certain number of targets within a time limit. For this reason it can be worth waiting around quietly before picking it up, until there are a number of potential targets in the immediate vicinity. There's nothing more frustrating than having to hunt high and low for things to kill when against the clock. ■

## CHEATS

If you really get stuck and keep finding yourself getting thrown out of cop cars or blown to pieces, there are a number of cheats you might like to try. All of them are entered on the player name screen, and it is possible to delete them afterwards and enter another cheat code, or your own name, so you can use as many of them as you like.

## IT'S ALL UP

Make all levels available, including bonus missions.

## NAKEDONE

Give all weapons with maximum ammunition.

## LIVELONG

Permanent invincibility.

## LOSEPEDS

No police presence on levels whatsoever.

## DESIRES

Maximum wanted level.

## HIGHFIVE

Multiplies all scores by five.

## BIGSCORE

Awards you 10,000,000 points – enough to complete a level.

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# REVIEWS

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## GAME OF THE MONTH

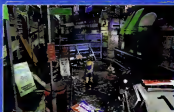


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"As edgy as the neurotic feelings of isolation provoked by the very best zombie films..."

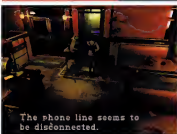
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**Jill leaves** her business card in the customary telephone booth cubicle. What sum of these skills keeping the storyline alive could be in for a busy night.



**When the camera pans out** you know that things will happen. (Right) Almost certainly Jill repeated herding on the light switch.



WAN DIALOGUE AND FIGURE-SKATING HERDES... WELCOME BACK *RESIDENT EVIL*



# Resident Evil 3: Nemesis

**Your senses are kept on red alert, but the strain involved**

## FACTFILE



PUBLISHER	Edio
DEVELOPER	Capcom
RELEASE DATE	February
AGE RESTRICTION	15 and over
PRICE	£29.99
NUMBER OF PLAYERS	One

**T**ired of waiting for Hollywood to get it right together, Capcom have gone ahead and given *Resident Evil* the full-on *Tomb Raider* treatment. If its predecessors were tightly-plotted, low-budget efforts, then *Resident Evil 3: Nemesis* is the ultimate *Yanagisawa*, special effect-laden, zombie extravaganza of the millennium.

During the course of action, the player will get to see the whole of Raccoon City survive a petrol station explosion and steer a runaway train carriage through a street of flesh-eating cadavers. Make no mistake, not only is *Resident Evil 3: Nemesis* the best thing to emerge from Capcom's Osaka hot-house, but it's one of the most impressive slices of PlayStation entertainment to date.

We refrain from describing *Nemesis* as a game for good reason. It truly is more than the sum of its fascinating parts. Every aspect of Capcom's epic is a strand in an elaborate web of features. As the player picks their way through the eerily deserted streets, the mesh of special

effects (both graphical and aural) generates an atmosphere that's as edgy and chilling as the neurotic sense of isolation provoked by the very best zombie films.

By taking the game into the streets and buildings of Raccoon City, Capcom created a potential trap for themselves. There was a danger they would lose the claustrophobic intensity that created some of the first two games' most memorable shocks. Not a bit of it. *Resident Evil 3: Nemesis* oozes a cloying menace that seems inescapable.

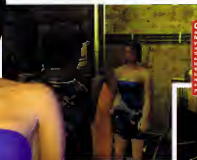
Predatorially by allowing the player to roam throughout Raccoon City, Capcom have actually enhanced the feeling of entrapment and imminent danger. The whole city has succumbed to disaster. You're surrounded by evidence of destruction on an awesome scale: ruined apartments, abandoned cars. The whole place is wrecked. How on earth are you going to survive a catastrophe on this scale? Especially as death seems to lurk around every corner. Zombies tear apart hastily-built barriers in a bid to catch their

prey, or they leap from a half-glimpsed stack of rubbish, catching you off guard. These minor but effective shocks ratchet the tension throughout the adventure, but they are never overplayed. Capcom further turns the screw by throwing in the occasional wind-torn newspaper or dog attack. Slowly, the game chips away at your nerves. Your senses are kept on red alert, but the strain involved gradually keeps your pluck and drives your concentration. Leaving you open for the big attack, of course.

A side effect of the more expansive play area is that it adds scale to the Umbrella plague sweeping the country. *Nemesis* even tucks *Resident Evil 2* into its narrative folds. A visit to the police department reveals several boarded-up rooms - indicating that the carnage of the second game continues unabated. You are intrinsically cast as series' heroine Jill Valentine, who finds herself in the midst of an escalating zombie crisis. Midway through the game, the action switches to Carlos, a cocky member of the commando force sent by Umbrella to



**Cut scenes** keep you abreast of the plot developments. Meetings with Carlos reveal that you'll be evacuated by helicopter at the end of the mission, but they also suggest that the commander of the Umbrella Force is acting strangely. As Jill enters the scenario, she also sees her killing an apparently wounded member of his team, throwing up all sorts of questions and more plot taken from Caplan's outline.



## gradually frays your pluck

quell the epidemic. Then it's back to jail for the horrific finale. The plot effectively bookends its predecessor, treating it as but a small part of a bigger picture. Truly, *Resident Evil 3* is the Game With The Wind of undead epics.

Throughout the game, Nemere maintains an impressive level of detail. Locations include abandoned restaurants, City Hall, newspaper offices, a power station, scientific establishments and garages, which all beautifully accommodate the series' customary puzzle-based action. Narrow alleys lead players into shopping precincts, where corpses litter the ground and the recently-risen roam the echoing halls in search of fresh food.

One of George Nomura's (he of *Down Of The Dead* fame) greatest ideas was to make his shambling stiffs the remains of normal people whose lives just happened ▶

**The Nemesis creature** operates with disturbing regularity throughout the game, the neuroscience may follow a fairly predictable pattern, but you can guarantee you're as far as the disorienting variable every time you bump into him. He makes his debut outside a safe as inside the police station, bursting through the window, he reveals his skills of STUNNING operations and great strength. He attacks via handclasp, he'll either push you up and when the floor with you (disorienting) or he'll eat you with a few rotting rounds (poorly handling/achieve)



► to be interrupted by zombie attacks. Resident Evil 3 revels in this concept, boasting an undead cast complete with fat men, fallen cops and local residents. Add to this the clever and effective use of sound. The unsettling creak of the once-busting Raccoon City is punctuated by eerie moans from zombies, distant gunfire from Umbrella labs and the occasional scream of a fresh victim. With the atmosphere duly charged, Capcom raises the stakes. Enter The Nemesis.



**It's behind you.** After a while, you'll learn to feel the gear nerves are long used as denial flies by a subconscious rot. The electrifying beatlines, the racing music, the sense of being hunted... I just can't stand it anymore.



## HOW TO...

### PLUG SEVERAL ZOMBIES AT ONCE



When an eye out for background detail when you're attacked by groups of zombies. Gears mean outside items that can be used to take out several stuffs simultaneously. Oil drums can be detonated by a well-placed shotgun blast, while similar items can complete with fragile pipes that can be broken to release underwatering gases...



Alternatively, wait for the creature to come to the top of the stairs, all you need are some grenades you can take off with one shotgun shot.

## Nemesis never stays down for long

In an effort to keep the game fresh, Capcom have introduced several changes to the formula. For the most part, the changes are minor or extremely subtle, but when it comes to the brilliantly conceived Nemesis creature, they are both extreme and usable. For reasons that become apparent as the twisting scenario unfolds, a creature with an unquenchable hatred of the STARS team is shadowing the player's every move. Standing over nine-feet tall and armed with a rocket launcher fused into one arm, the Nemesis makes his shocking debut by smashing through a window and losing off round after round of missiles. The impact of this new member of the Resident Evil family is incredible and its hard not to panic as the dreaded bogeyman gives chase.

The relentless Nemesis can only be felled by a succession of direct hits from the heavier artillery available in the game. Only grenade launchers, assault rifles and magnums have even the faintest chance of making the Nemesis stop to think. Eventually the awful creature can be

stalled and you can make your escape, but as belts hit star-balling, the Nemesis never stays down for long. His long shadow is felt throughout the game as other characters discuss their battles with him and thumping sound effects betray his nearby presence. The menace quotient is topped up with frightening regularity. Oh yes.

Capcom's other major attempt to ensure Resident Evil 3 doesn't become too predictable is another worthy idea: alter a less successful one than the Nemesis horror. As events in Raccoon City center from bad to worse, cut scenes detail upcoming problems. These can encompass anything from the return of the Nemesis to a prolonged assault from up to ten undead meat hunters. At this point, the screen whites out and two test options will appear. Selecting either will have a direct effect on the game, effectively creating a fork in the game's plot. The best example comes as Jill solves a switch-related puzzle in an abandoned power station. As she prepares to leave a dozen zombies appear outside. ▶





**All fired up.** The graphics, portraying the background horrors, are superb. Raccoon City is a mess and every scene adds to the sense of disaster.



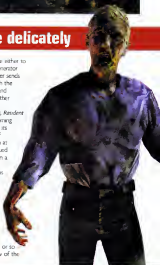
**Let's dance.** All zombies with a couple of breaks before pulling out her smooth bone and blowing their ugly faces off.

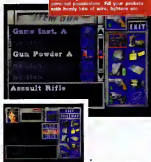


## Puzzles are delicately

► the closed door. Her options are either to stand and fight or throw the generator into overload. Selecting the latter sends millions of volts flowing through the zombies, killing them instantly and providing Capcom with yet another electrifying visual set piece.

After the shallow *Dino Crisis*, *Resident Evil 3* returns to form for Capcom and its survival horror genre. Granted, if *Resident Evil 3* were to be taken at face value, then it could be argued that the game is little more than a dressed-up version of its predecessor. To do so, though, is to miss the point entirely. Yes, the puzzles are familiar fare and fall into the find-the-key-to-get-the-bitch-to-open-the-door puzzle category, but this is one of the strongest aspects of the series. The puzzles are delicately weighted to offer just enough challenge. They are logical without being blatantly obvious, or so obscure that they spoil the flow of the





# Resident Evil 3

## HOW TO...

### ROLL YOUR OWN AMMO



Refill A and B class gun powder with your remaining fuel to create power-ups for the handgun and shotgun.



You can also combine your powder to create two and creating more types used from the grenade launcher.



We've just invented five rounds. DO and you can use rounds (penalty). All makes grenades and they can be turned into one round by just adding C.

## weighted to offer just enough challenge...

game. They also leave the player to get on with the more immediate tasks of popping multiple heads with one shotgun blast or defeating the omnipotent Nemesis.

The truth is that Capcom got Resident Evil's controls and puzzle content pretty much spot-on first time. The sequel's job is to hone the survival horror concept and to dash up more of the same - that is, grasping, carnivorous zombies and demanding, but not infuriating, puzzle elements may draw the series to a logical conclusion on the PlayStation, but it goes out on a high. Resident Evil's zombies are decaying at an alarming rate but Resident Evil 3 remains as fresh as a cold bucket of fear in the face of a modern-day classic. ■

Steve Morrett



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- GAMEPLAY
- LIVESPAN

Superb. Brilliantly captures the feel of a full-scale player. A longer play time contains more puzzles than ever. The expert levels up the indie rivalry.

OVERALL. Quite simply brilliant. Nemesis creates a believable environment, populated with a host of evil adversaries and more Resident Evil's spirit spread to embrace the fanboy nation. Recommended.

**10**  
OUT OF 10

# REVIEW

While most of the cars can be purchased for hard cash, some of the ultra-rare ones can only be won in races. For instance, we're still trying to unlock the elusive TVR Speed 12.



DOES THIS MEAN THE ORIGINAL IS NOW A GREAT-GRAN?



# Gran Turismo 2

It makes all other motoring-based entertainment look distinctly

## FACTFILE



PUBLISHER	SCEE
DEVELOPER	Polyphony Digital
RELEASE DATE	February 2000
AGE RESTRICTION	None
PRICE	£24.95
NUMBER OF PLAYERS	One to ten

**Y**ou can imagine the tsunami of panic that must have swept through Polyphony Digital when Sony demanded a sequel to Gran Turismo. Huh? Make it better? What do they want, blood?

Unquestionably. The finest racing game ever devised. Gran Turismo makes all other motoring-based entertainment look distinctly old-school. It offers 300 cars that you could actually buy in real life if you were rich – and, in most cases, Japanese – enough. And then there's the way those cars handle. When you play Gran Turismo, no longer is it enough simply to hold down **Q** and press left or right occasionally. Gran Turismo makes you actually drive the cars, squeezing through each corner on the very limit of grip and emerging on the other side with a massive grin. Combined with car tuning and customisation options, plus graphics that make

simply watching a replay more exciting than playing most other games, Gran Turismo is PlayStation perfection.

Thoughts must have rushed through Polyphony's minds of its fated sequel of the past: RoboCop 2. Creator 2. King Edward II. Evidently not ones to balk at a challenge, however, they went into a huddle and had a long hard think. First, they decided that although having 300 cars was great, it would be even better if there were, for example, 600 cars. But what cars? What cars indeed.

Before Gran Turismo the Western world's idea of Japanese motoring was a rusty Datsun Cherry. Now, however, we know better. We know all about the electrifying four-wheel-drive Evo IV, the high-wheeling Integra Type R, the tiny Daimo, the shakable Supra R2 and the invincible 900-horsepower Skyline GT-R. It's interesting to note that, since the release of Gran Turismo, companies have sprung up across

the UK importing obscure Japanese supercars to our shores.

So you'll be relieved to know that GT2 contains not just all the old Japanese cars from the original, but loads of new ones too. The Honda S2000, for example, a gorgeous new two-seater with an engine that'll happily rev to 9000rpm. Or the excellent Toyota Yaris ZS-6. There are also welcome updates to old Gran Turismo favourites – the latest Evo VI version of the Lancer, for example, and the stunning Skyline R34.

But in Gran Turismo 2, Japanese cars are just the tip of the iceberg. Polyphony's licensing team have been on a world-wide mission to sign up international car manufacturers. They've returned with 33 signed contracts, covering car makers from across Europe and the States.

So now you can buy the new VW Beetle if you want. Or a Ford Cougar. Or an Alfa Romeo 156. Or a Lotus Elise. Or a BMW 328i. Or a Mini Cooper. And they all handle just like the real thing, the front-wheel-drive Alfa, aunting its nose wide if you go too fast into a bend, and







**Rallying is an all-new addition** to GT2, and ridiculously good fun. Forget the raincoats, you'll need to look out of the side window to see where you're going. And those gravelly road effects are perfect.



## old school

the Mini Cooper coming like a go-kart.

But that's still not the best of it. Remember the venerable old Corvette Stingray from the first game? It has shed a whole new world of classic cars in the sequel. Now you can buy an Aston Martin DB6 — as near as dimitri the car bond drove in Goldfinger. You can go for a spin in an old Lotus Elan. Or how about a 230hp Fiat 500 from 1993, in which you'll need to change down to second gear to get up hills? Or a 1971 Nissan Skyline, forebarn of the GT-R. Or a Datsun 240Z, as driven by the Bonic Woman? Or a 69 Dodge Charger, a la Dukes Of Hazard? They look fantastic, teetering around the tracks, sunlight glinting off their chrome bumpers, and with a bit of tinkering under the bonnet they'll compete with the best of the present-day motors on offer.

Apart from that, is from the ultra-high-performance cars you'll see sitting

travelling in manufacturers' special departments. But these have the sort of price tags that'll take you hours of committed diving to save up for. So to begin with you'll only be able to gaze wistfully at classics like the four-wheel-drive GT Beetle, or the so-low-it's-practically-two-dimensional Nissan RB50, or the sinister TVR Speed-12, or the ►



# REVIEW

## Night time in the right time...

Just when you thought you had the measure of GT2's AI tracks, there's night time racing. It shows the same tracks, but it's a total makeover. Fuzzy racing through Tokyo at 300? Better!



## Tyres smoke, wheels jiggle up and down over bumps, and the

► hugely bepolished, 999bhp Suzuki Escudo. If you're looking for an incentive to win races, and earn credits, here it is. Altogether there are nearly 600 cars of all shapes and sizes, and as in the first game you can build up a garage full of your favourites and tweak and tune them to your hearts content. Engines can be upgraded, suspension stiffened, clutch plates strengthened, gear ratios altered, and racing body kits added. Now you can even plug in gizmos like yaw control computers and limited slip differentials. And as before there's a test track to measure exactly how many hundredths of a second per lap you're shaving off.

Our Polyphonic pals could have left it there. But no. Where they pondered could all these cars be put through their paces. The tracks from Gran Turismo again? Seemed a shame to throw them away, so they bunged them all in. But, thinking about it, there were never quite enough of them. So they created a few more. A lot more in fact,

bringing the total (including variations) up to 28.

And the new additions are fantastic. Laguna Seca Raceway, for example. Based on a real circuit, it winds gradually up a hill before going over a blind crest and then plunging terrifyingly downwards through a series of rollercoaster-like twists and turns. There are steep hills, too, in Gendaiwaki, which is set amongst mountains and onto the place to take your 22bhp Fiat 500. The Super Speedway meanwhile is an Indianapolis-style oval where you'll need to set your downforce to minimum, whack your gear ratios right up and try to squeeze out every last mph of top speed as you hammer four abreast down the straights. And then there are all the old favourites like Grand Valley and the High Speed Ring, which you should be able to breeze around with your eyes closed by now.

Or...will you? You see, next on Polyphonic's hit list appears to have been the way the cars handle. They haven't



changed much, but there are subtle differences here and there. For example, although you can get cars to powerslide in the original GT, the sled tends to peter out after a couple of seconds and isn't terribly satisfying. In GT2, however, if you hop into a rear-wheel-drive car like a Toyota Supra, hit the brakes hard before a sharp corner and crank the steering right over you can trigger a long, delicious slide. With a bit of opposite lock you can hold it for ages without going into a spin, the tyres howling all the way. It might not be the quickest way to get around the circuit, but it feels fantastic and looks superb on the replay.

Speaking of which, GT2 is just as great to look at as its predecessor. Tyres smoke, wheels jiggle up and down over bumps, and the sun glints off polished bodywork. Sprint during a replay and you could almost be watching Top Gear on telly.

Sound-wise, though, things really have moved on. The engine noises in the first





# REVIEW



**The Replay Mode** is one of the well-equipped highlights of Gran Turismo 2. Watching yourself cruise to victory or your drunkenly reared corners as you perfect your racing line is all part of the fun.



Like your new wheels, but don't like its wheels? That's not as simple as wheel shop, where you can trade in your oldie for something more appealing.

## There's months and months of entertainment in here, for new-



► you can go for your Super License after which you get the Brite Synthesizer to play with.

If you want to do more than just tear around with a big smile on your face the new game offers a much greater depth of races to enter including an array of specialist cups - a classic car trophy to stick your Lotus Elan S2 into, for example,

or a muscle car series to show off your Ford Mustang. Many individual models have their own races, too, so you can witness the fantastic spectacle of Mazda RX-7s from the 70s, 80s and '90s going head-to-head. And of course, it retains the original's grueling endurance races: 90 laps of Laguna, anyone?

And there's a whole selection of infinitesimal adjustments and additions that you'll need to be a real GT need-to-spot. The little boost gauge that appears next to the speedo on turbo cars, for example, Sector times flashing up at intervals during a lap as well as an overall time at the end. Symbols overlaid on to replays to show you what you were doing with the controls. There's even an option for cars to take damage in heavy collisions, although they don't look any different and just get a bit wobbly to steer (and to be honest it's a bit annoying and you'll

probably turn it off pretty quickly). Oh, and now it comes on two discs. One is for Arcade Mode, which is the simple pick-up-and-play game with a two-player option. The other contains the full-blooded Gran Turismo Mode, with its extensive cups and leagues, tuning options and more realistic handling.

And well, that's it. If Gran Turismo was mind-boggling, Gran Turismo 2 offers brain-teasingly good value for just thirty-five quid. There's months and months of entertainment in here, for newcomers and GT experts alike. Its joyous fun whether you're racing against a chum in a pair of beeping Convettes or 0-60-testing a Golf GTi, or having after an impossibly expensive Toyota GT-One, or... or...

Blimey. We almost let you scamper off to buy it before we'd mentioned GT2's best feature of all:

Jajajaj.  
Gran Turismo 2's dirt races are just





As in *GT*, the artificial intelligence adjusts the performance of the computer-controlled cars to ensure you're always matched by a couple of opponents. This adds to the excitement, but it can be odd to look at one near your name of your 1028hp MC5 dragster and see a Fiat Cinghietto hard on your tail.

## comers and *GT* experts alike

fantastic. They involve sliding sideways virtually the whole way round a gravelly course, the car only travelling in the direction it's pointing as it loops from crest to crest down fast straights. The first time you try it you'll spin into a hedge within seconds – it's like trying to guide a fully loaded shopping trolley through a crowd of old ladies. But with a bit of practice you'll find you can glide through sequences of bends with ballistic grace, your rear tyres making a lovely gravelly clouthing as they swing from side to side.

Sometimes, some way Polyphony have managed to improve on PlayStation perfection. *Gran Turismo 2* is an incredible game which shows just how far the console has come. Anyway to the shops with you! ■

Jonathan Davies



GT2

### HOW TO...

## BE TOP OF THE CLASS



Class-C, or Dry Rubber Class, lets you race a variety of retro racers, including the Mini Cooper 1.3, VW Golf GTI, and Peugeot 205 GTI. All of which handle just as nifty as you'd expect them to.



Class-B contains MID classics such as the Mercedes CLK 200 Sport, which not only looks like a 1-2-3 slalom of metal, but handles like one too.



Class-A includes the cream of the cream of sports cars, including the Chevrolet Corvette Coupe and the Lotus Elise Sport 100, which simply drives like a dream.

IF YOU LIKE THIS THEN LOOK AT...  
COLIN MCRAE RALLY  
Take your one-handed ability skills with the rise of the Rallyman

PlayStation  
Magazine  
**VERDICT**

■ GRAPHICS

Unnervingly realistic, just like the original 10

■ GAMEPLAY

Quick to fun or subtly deep – your choice 10

■ LIFESPAN

Still the best-loved GT1/2's even today 10

■ OVERALL

The perfect sequel to a perfect game. The staggering stats (900 cars, 26 tracks...) are backed up by a genuinely enjoyable play. And if you can't get a PS2 Type B from a PS2 Type E

**10**  
LAST OF 10





The Manchester United set performs its trademark 'We're passing in our top half' First Avenue routine. You are shown how the pressure, fluid of football on foot, the graphics are so incredibly accurate.



And welcome to the beautiful 'Game The Village' right from the start.



## and precisely-plotted passes

control is duly handed to the player. Ordinarily a through-ball will stand little chance of reaching its target, but by using the U button to hit a longer ball into space, defenders can be caught flat-footed. And the satisfaction of latching on to a long pass (replete with a headed knock-down and side-footed shot) is incomparable. It also shows up FIFA 2000's utter lack of skill and precision.

Dokunon creates a new benchmark for football games and its remarkable control system is going to be a tough act to follow. Sadly, its glory is tainted somewhat by the ever-present loss of control. Nevertheless Konami is rightfully back on top of the PlayStation Premier and Mott-style clichés aside, football really is the winner. ■

Steve Merrett



Another goalmouth save seen from the other side of the ball. The game is a real winner, if the word 'Pro', the premiere - 64

## HOW TO... TAKE FREE-KICKS LIKE BECKS...



As the players gather in the box, key statistics are highlighted with some relating to the play just before...



Every aspect of your game can be worked on, but every time you need strength for the free kick, practice options.



Kicks can be positioned from any angle, with a defender will lined up in front of goal. To take a kick, use the D-pad to position the ball and add kick, but never use over 50% shot strength or it will sail over the bar.

PlayStation  
Magazine  
**VERDICT**

- GRAPHICS
- GAMEPLAY
- LIPSOPHAN

Quinn, Brian, fluid, large and detailed 10  
Two levels of control create a game that will grow with you 8  
Impassable wall: aggression will have much to learn 8

OVERALL  
Breakthrough in every aspect: ISS Pro Evolution effortlessly rewrites the rule and creates play of football and is only let down by its British release on reason (score)

**9**  
OUT OF 10

SCREW YOU GUYS,  
I'M DRIVIN' HOME!

# SOUTH PARK RALLY



## HELLA-COOL RACING ACTION!

RACE OFF AGAINST CARTMAN, GRANDPA, SQUELETON, STUPID, MARVIN AND THE REST OF SOUTH PARK IN THE WILDEST, RAUCIEST ROAD RACE EVER. WYNN TALKIN' BOOZERS OF INFLAME VEHICLES AND SWEET CUSTOM SOUND-BITES!

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Crash like the wind with  
Terrorance and Phlegm!



Bank it you're gonna' projectile vomit,  
explosion diarrhea, and some weird pink spit!



It's super racing fuel  
Buzzer for buzzer!



Take the suspension right out  
and let the other drivers of outgassed vehicles!



[www.southparkonline.com](http://www.southparkonline.com)



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It's an exciting experience like the actual F1, it's all about speed, only

Here it is from a driver's perspective. Assembling the circuit is a real challenge, and the various scenes and racing tracks look good, though they take months to load

AT 190MPH YOU WON'T KNOW WHICH WAY TO TURN



# F1 World Grand Prix

“If the graphics don't finish you off, the steering will”

## FACTFILE

PUBLISHER	Landler
DEVELOPER	Landler
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£24.95
NUMBER OF PLAYERS	One to two

IF YOU LIKE THIS THEN LOOK AT...

FORMULA 1 '99  
The latest in the long-running series, and a big step from the ground F1 '98

**T**ake one test, wistful look at your night leg before embarking on a game of *F1 World Grand Prix*. Because, by the time you've finally completed a lap, you'll have gnawed it off in frustration. Why? Because while your car drives perfectly happily in a straight line, the moment it gets wind of even the gentlest of corners it goes berserk and spirals into the nearest gravel trap.

It doesn't help that you can't actually see the corners if it's too late. While the graphical detail on either side of you is fine – spectrum-filled stadiums, TV cameras, moored yachts – one key area of the scene seems to have been neglected: the tiny bit in the middle that you're frantically squinting at, wondering when the next hairpin is going to appear in front of you. That remains a

fuzzy grey blur until tenths of seconds before you go plunging into a concrete wall at over 200mph.

To make things worse, those stadiums and yachts seem to have had an adverse effect on the frame rate. With more than a handful of other cars on the screen it all gets uncomfortably choppy, and gives little suggestion of how fast you're going. On reaching a chicane at Hockenheim you can brake to what feels like 40mph only to glance up at the speeds and realise you're still doing 150 and you're going to die. And, if the graphics don't finish you off, the absurdly over-sensitive steering will.

There is a cure for all this. Switch from Simulation to Arcade Mode, whereupon it's virtually impossible to spin out. But then it's just plain dull – like *Ridge Racer* with incredibly dodgy

graphics, boring scenery and all the tracks already unlocked.

All of which is a shame, because there's a potential Formula 1 '99 baster buried in here somewhere, struggling to get out. The cars feel impressively solid and look highly authentic as they whoosh down through Eau Rouge. There's an excellent Replay Mode, and a neat helicopter fly-by to introduce each new course. And the 1999 stats couldn't be more up to date without intervention from Mythic Meg.

If you know every F1 track off by heart, and have a fairy-like delicacy on the steering, it's conceivable you'll get something out of *F1 World Grand Prix*. But Formula 1 '99 would be a far better bet for the vast majority. That'll just leave you hopping mad. ■

Jonathan Davies

**PlayStation**  
Magazine  
**VERDICT**

- GRAPHICS
- GAMEPLAY
- LIFESPAN

- On fast and pretty you must steer properly
- Too frustrating to be fun
- Can you resist it for a while longer?

- OVERALL
- Given the choice, you'd be far better off going for Formula 1 '98. *F1 World Grand Prix* is a frustrating combination of poor graphics, bad handling and wasted opportunity.

**5**  
OUT OF 10



The scenery looks a little odd compared to the likes of *Cool Boarders 3*. A snowboarder that looks like he's from a 1950s cartoon. Perhaps.



Top tips from your fellow snowboarders: Don't be a zombie. Don't be a zombie. Don't be a zombie.



STYLISH SNOWBOARDING SIM UNLEASHES A HIDDEN EVIL...



# Trick 'N' Snowboarder

Guiding the hapless zombie cop down the piste is a laugh

## FACTFILE

■ PUBLISHER	Virgin
■ DEVELOPER	Dipcom
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ PRICE	£34.99
■ NUMBER OF PLAYERS	One to two

IF YOU LIKE THIS THEN LOOK AT...

TONY HAWK'S SKATEBOARDING  
So far it's a little better, but this time on wheels.

**S**nowboarders are taking over the world. Indeed, if any flakes fall in your local park this winter, rest assured that somebody in a Gore-Tex jacket will immediately appear and attempt an undy nosebone or some such. These days, there are even slopes in Japan, the mountains in the north being on the same latitude line as Oregon. How does PS1 know such minutiae? It's just one trivia gobblet spat forth by Gale Parker, in-game coach of Trick 'N' Snowboarder.

Trick 'N' Snowboarder is yet another snowboarding game which ticks all the required boxes. Yes, there are branded boards. Yes, there is a hip-by-committee soundtrack. Yes, there is much bandying of gaily slang. However you may have noticed from the pre-release hype that Trick 'N' Snowboarder harbours three

hidden characters from a certain other Capcom series, *Resident Evil*. As you might have guessed, guiding *Resident Evil*'s hapless zombie cop down the piste is a laugh, but you can't help feeling that Leon and Claire are rather bemused by their appearance here. They are heroes after all and asking Claire to perform a 360° back flip feels a bit like enjoying Nelson Mandela being hit with a rubber mallet on *It's A Wonderful Life* (high? - lol) Gemma's aside though, is this rid or just trad?

It's actually a well-packaged, good-looking, highly-playable game. Scenario Mode places you under the tutelage of the aforementioned Gale Parker, who won't ever reward you with a smile for your efforts but will escort you to the world's finest snowboarding venues. On each course you are 'filmed' at specific jump points, where you must pull the

required tricks using the basic but effective combo method. Like all the best Story Modes, you learn as you progress. Occasionally, a chippy cinematic will lay down a wager (announced with the legend 'Here Comes A New Challenger'). By scoring a more impressive trick in a particular jump, for example, points will be added to your boarder's speed, skill and balance ratings. Courses are designed without excessive novelty although you will be asked to leap over a speeding train and dodge the All Blacks rugby team in New Zealand. Half-pipe and slalom courses provide more traditional variety.

Trick 'N' Snowboarder doesn't particularly stick out from the ever-increasing heap of snowboarding games already available but should still hit just the long winter nights. Zombies and all.

Sam Richards

PlayStation Magazine

VERDICT

- GRAPHICS
- GAMEPLAY
- LIFESPAN

Smooth enough but no more splendid  
Well-designed courses count for a lot  
A good reason not to leave the real life winter?

OVERALL  
Better than *BMX* Snowboarding but lacks the rising thrills of *Cool Boarders 3*. And if you're taking by the bits of a zombie doing a full grab then purchase further.

7  
OUT OF 10



Fairly impressive visuals, but let down by this fast third-shooter game's onerous controls. **Cuts**



Mindless shooting your way? This game might well be up your street then, but it's no hero that only dished fire of the Space Invaders you will be having with it.

PROTECT THE SOLAR SYSTEM AGAINST ALIEN AGGRESSORS. HEY, WHAT A CRAZY IDEA



# Space Debris

Your task is a frenzied nightmare of shooting and swerving

## FACTFILE

■ PUBLISHER	SCIE
■ DEVELOPER	Algo
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ PRICE	£29.99
■ NUMBER OF PLAYERS	One

IF YOU LIKE THIS THEN LOOK AT...  
COLONY WARS: VENGEANCE  
The last great combat game on the PlayStation. Delivers real wounding

**A**h yes, we've been here before. An alien force is threatening mankind and you, as a top space pilot, must fight them off single-handedly. *Space Debris*, an on-rails 3D shoot 'em up, continues to build some animated plot sequences around this basic concept, but you don't need to know the details. Your job is to shoot now and not bother asking questions later.

For those unfamiliar with the term 'on rails' it means you can move your craft up, down, left and right, and you can control your speed by boosting and braking, but you can't control the actual route your craft takes as it blasts its way through wave upon wave of enemy craft. Which, believe me, is a good thing. This is no Sunday afternoon shooter – the level design uses highly persistent badies, and

climbing, tumbling, revolving, spinning and closing scenic features to make your task a frenzied nightmare of shooting and swerving.

There are energy pickups and weapon powerups for you to collect along the way but when you've got a scoreful of assorted spaceships to blast, not to mention large bits of flying metal to avoid and narrow tunnels to navigate, the last thing you want to be doing is checking the A-Z.

And as if that wasn't enough the standard zoom-along-and-shoot-things levels are interspersed with free-roaming arena-based challenges. These require you to stop giant robots destroying a moon base, for example, or to blow up the power supply to a nuclear generator. Success demands you plot your own flight paths and learn to use the back

lights/night and boost/brake controls with Top Gun-like authority.

All this alien-bashing diversity amounts to a challenging, frustrating, and sometimes exhilarating tour around the space shoot 'em up genre. Its far from original (so many elements have been borrowed from classic SNES title *Star Fox* that we experienced a definite sense of déjà vu) and it's bloody tough. You'll also find your fingers starting to seize up after a couple of hours play thanks to sheer button-bashing stress.

*Space Debris* is a decent enough stab at a difficult to balance game style. Yes, it's basically just a mindless shooter and that rarely satisfies modern gamers, but it does have some lovely explosions and a few nice twists. Worth a look if you like straightforward blasters. ■

Keith Stuart

PlayStation  
Magazine  
**VERDICT**

- GRAPHICS
- GAMEPLAY
- LIFESPAN

The impressive effects within the standard space setting 7

Shoot, shoot, shoot, swerve, shoot 8

Tougher than *Temple Run*, but you won't come back after completion 6

■ OVERALL

*Space Debris* is a solid and extremely-challenging space shoot 'em up, but the whole concept takes a tough sell these days. Still a good shot for anyone who enjoyed *Star Fox*.

6

OUT OF 10



As you know for official research.



**Two parts**... that can just cause and a whole lot of things if they were to be. And one more...



**Young Girl** What... what was that thing chasing us? And those soldiers, what were they going to do with us?



**On**... thing Hellnight does here, going to it is atmosphere. Or are those just murky clouds?



**Nicole** "What? What's going on..."



CORRIDORS, ASSISTANTS, SLOW-MOVING MONSTERS... IT'S DOCTOR WHO - THE GAME!



# Hellnight

You find yourself in a subterranean city populated by dropouts

## FACTFILE

■ PUBLISHER	Konami
■ DEVELOPER	Atari
■ RELEASE DATE	Out now
■ AGE RESTRICTION	15 and over
■ PRICE	£34.99
■ NUMBER OF PLAYERS	One

IF YOU LIKE THIS  
THEN LOOK AT...  
DINO CRISIS  
JAMES HAMILTON

**T**raditionally, videogames have set our pulses racing without really bothering with any of our other functions. Of course, the rise of the PlayStation changed all that. Games such as Resident Evil and Dino Crisis have proved that wet pants can be every bit as addictive as numb thumbs. However, survival horror has been obsessed for too long with Ren's hand-camera shocks. Only Konami's Silent Hill has attempted to evolve the genre. Until now Konami are attempting to take horror to the next stage with Hellnight - a game that defies categorisation.

Cutting across as two parts (Nina, one part Dook and one part Myst), it is utterly unique. As an unnamed cop in some Blade Runner-esque Neo-Tokyo, you get trapped underground following

an attack by a hideous mutant thing (you have to protect Nicole, a young girl who fulfils the Doctor Who's assistant role of explaining everything that's happening and screaming at all the night monsters). Pursued through the sewers by the creature, you find yourself in a subterranean city populated by juvenile dropouts. Government plot anyone?

Hellnight is a bizarre mix of styles. The wandering around section of the game is done in real-time from a first-person perspective. But then the action freezes to allow tragically-static characters to pop up and have text-only conversations with you. Meanwhile, entering rooms coughs up pre-rendered images, which you can comb in an adventure game style for equipment and clues to the overall plot. Luckily, proceedings are livened up by the constant threat of The Monster. Atari are

to be congratulated for trying something different with Hellnight. As an experiment in terror it's relatively effective, with you diving headlong through endless corridors, pursued by the shambling beast, its heavy footsteps hammering into your jogged. However, was it really beyond Atari abilities to throw in some animated characters, or make the non-corridor locations 3D?

And, when you strip away the bewildering maze structure, Hellnight is depressingly linear. This wouldn't have mattered if you were really able to get into it, but unfortunately the atmosphere is spoilt by low production values and component parts which fail to gel. Ultimately, Hellnight is a game which hints at the potential of videogame horror, but can't deliver it. ■

Paul Rouse

PlayStation  
Magazine  
**VERDICT**

- GRAPHICS
- GAMEPLAY
- LIFE SPAN

Some really detailed 3D locations, marred by sluggish 2D

A bizarre mix which never really gels

Large cast, lower

- OVERALL

Conceptually scary, but mostly just messy. Hellnight is a decent game, but it's not enough to make it a classic. The poor execution and linear plot let it down.

6  
OUT OF 10



This is a... (text is small and blurry)



MIDWAY SERVE UP MORE BASKET CASES - BUT HOLD THE JAM



# NBA Showtime

“The emphasis is on arcade action over realistic gameplay”

## FACTFILE

■ PUBLISHER	Midway
■ DEVELOPER	In-house
■ RELEASE DATE	February
■ AGE RESTRICTION	Three and over
■ PRICE	£24.95
■ NUMBER OF PLAYERS	One to four

IF YOU LIKE THIS  
THEN LOOK AT...

NFL Blitz 2000  
Gam. before multiplayer  
Lovers from Midway

**E** basketball games don't generally travel well. British gamers, having been force-fed football since until their eyes bled, have little time for a game in which two teams of tall men attempt to throw a super-bouncy ball into a butterfly net with a gaping exit wound. Regardless, Americans can't get enough of their globe-tobbing games, and so a whole lotta basketball games tend to filter down to an indifferent reception in Europe.

Many of these games come from Midway via its long-running NBA Jam franchise. NBA Showtime is essentially NBA Jam C1000, which means you get a fast-paced, two-on-two basketball game with the emphasis on exaggerated arcade action over stat-niggers, realistic gameplay. In addition, Showtime's

jam tendency to overload the game with ludicrous hidden characters. Crowded phases like the Bikes With Exceptionally Big Heads and team mascots are particularly conspicuous.

Such antics may come as something of a surprise to anyone brought up on Electronic Arts' straight-laced sports sims. Showtime's front-end is minimalist at best and the options are virtually non-existent: if you go looking for league tables and Championship Modes, you'll still be searching this time next year. NBA Showtime is basketball played strictly for laughs, and its balls and whistles are hidden deep within the game.

What Showtime lacks in detail, it more than compensates for in showy moves, speedy action, and multiplayer larks. Freely, if you and three mates can hook up to a PlayStation then you'll find

yourself playing one of the best multiplayer sports games around. It may only be two-on-two, but the lack of AI players works to limit confusion and increase the essential competitiveness.

However, NBA Showtime isn't without its flaws. The graphics, in particular, are chunky and certainly not as smooth as most of the other basketball games out there. Perhaps the detail has been sacrificed in favour of speed and playability, but, coupled with the bare-as-front-end, it just looks sloppy.

Still, if you're happy to sacrifice looks on the altar of action and can put aside your basketball prejudices you'll be rewarded with a frantic, tongue-in-cheek sports game that reeks in impudent excitement and leaves the earnestness to the Americans. ■

Paul Rose

PlayStation  
Magazine  
**VERDICT**

- GRAPHICS
- GAMEPLAY
- LIFESPAN

Slightly blocky, but swift enough  
Fast and frenetic, but lacking in life  
Tons of stories to unlock

OVERALL  
While it lacks in realism and polished graphics, it makes up for in gameplay that keeps NBA Showtime as one of the most enjoyable multiplayer games around

7

10/10



**Bombs away...** — The Ace fighter simulates air combat like no other. During the day, the screens of most flying is still, and it remains the same, almost unplayable.



EVER WISHED FOR A PC-STYLE FLIGHT SIM ON PLAYSTATION? NO, NEITHER HAVE WE



# Ace Combat 3 Electrosphere

“It aims to deliver the nose-to-tail joys of dogfighting, without

## FACTFILE



■ PUBLISHER	SCREW
■ DEVELOPER	Namco
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ PRICE	£24.99
■ NUMBER OF PLAYERS	One

**W**hile the PlayStation is undeniably the most versatile, all-round games system currently available in grey, it was never designed for flight simulations. True, Sony's console can belch out hundreds upon thousands of texture-mapped polygons per second, so creating a realistic, rolling battlescape is not a problem. Nor is drawing the F-16s, F-15s and other billion-dollar fighter jets that thunder over it, all diving and wheeling across unfriendly skies criss-crossed with missile trails and scented with sparks of anti-aircraft fire. What the PlayStation can't do is accurately model a modern military fighter aircraft.

But as Namco have illustrated with their fly 'n' fight Ace Combat series, you can attempt to fake the plane game by

dubbing the aerial thrills into an arcade-orientated, shoot 'em down. Set in the near future, Ace Combat 3 aims to deliver the nose-to-tail joys of dogfighting, without worrying about the finer points of physics or saving a manual the size of a small novel. On the one hand it neatly mimics the visual detail of a PC game, with nice touches such as animated wing flaps, lens flare and excellent ground detail. On the other, Ace Combat 3 is all about instant and accessible action — from sweeping dogfights above sprawling futuristic cities to strafing gun emplacements encircling enemy bases.

Simplicistic and straightforward, Ace Combat 3 basically consists of a variety of one-off missions, playable in an assortment of hi-tech fan-planes. You don't have to know the principles of air combat. You don't have to understand

how to navigate between two waypoints. Whereas a real F-16 typically has a payload of six air-to-air missiles, Namco's F-16 can instantly carry upwards of 80.

While you can only pilot the famously delayed Superfighter during the game's early missions, the more sorties you complete, the greater the number of new aircraft you can unlock. The planes, including the F-15, F-16, MIG-33, S-97 Blackbird, and a futuristic spaceplane, each have their own Ridge Racer-style ratings — attack power, mobility, stability and defence. Thus the F-16 is more agile and mobile than the F-15, but lacks the latter's sturdy defensive shell. Equally, while the S-97 Blackbird is the fastest plane of the bunch, it handles with all the aerial grace of a hang-gliding heifer. While we're listing its good points (and there aren't many), Ace Combat 3 also

PLAYSTATION  
Magazine  
**VERDICT**

- GRAPHICS
- GAMEPLAY
- LIFESPAN

Bombing rolling hills, valleys and detailed cityscapes  
An undemanding 3D shooter with a military theme  
One day's play for £24.99 makes no sense

- OVERALL
- Namco prove that, yes, you it is possible to recreate PC style fight sim games on the PlayStation. But unfortunately they forget to include a game to go with them.

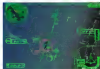
**3**  
OUT OF 10

# Ace Combat 3

## HOW TO...

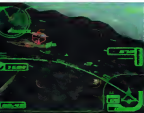
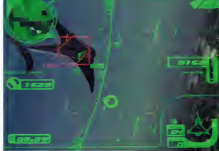
### FIRE AND FORGET

Brushing down enemy aircraft in *Ace Combat 3* is a simple matter of performing a turn-and-chase manoeuvre. When you first encounter a target, it will typically be heading straight at you. Don't waste your missiles straight away. Run sofly slightly to one side of the plane as it approaches you.



As you pass it, let your interceptors (31) and turn your craft round 180°. As soon as you see it, hit the intercomms (B1) to move the aircraft range.

The enemy plane should still be moving away from you. Adjust your flight path to keep its tail facing you and less two minutes or more as you get a lock.



The sheer amount of detail in the game's environment, the graphics, the sound, the music, the story, and the way it's all put together, makes it a game that's not just a game, but a work of art.

## worrying about physics

intensifies the missions with the odd out scene or interactive test, challenging you to land on a pitching carrier deck or rendezvous with a tanker aircraft for some mid-air refuelling.

But, like *Ace Combat 2* before it, this sequel too-for is repetitive, uninspiring and undemanding. While the missions vary in design and content (from destroying parachutes and tanks to blasting satellites in low Earth orbit), AC3's mix of air and ground gun-fodder depresses with each passing mission. Each featured aircraft, while different in name and shape, handles with the same up/down/left/right simplicity – albeit with a speed up, brake to slow down, sudden controls to perform a Quake-style aerial sidescop. Enemy aircraft can easily be dispatched with a simple turn-and-chase manoeuvre, while the ground targets might as well be protected by peshoooters considering how much damage the surrounding AA batteries can inflict on your aircraft. As such, your biggest problem is to avoid running into the ground (although your

plane can bounce at least once if you misjudge a dive). Despite its three difficulty ratings (Easy, Normal and Hard) there's nothing ace about *Ace Combat 3*. Ultimately if you stay in the air and point your chosen aircraft at the designated targets, you can finish each mission in about five minutes, no matter which difficulty level you play on.

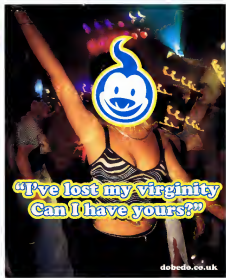
We had hoped for a little more depth and a touch more intelligence to the computer AI. But despite its good looks and PC-style flight sim facade, you'll be lucky if *Ace Combat 3* lasts you more than a day. ■

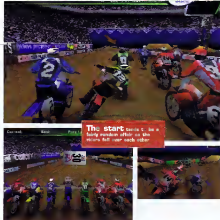
Dean Evans

IF YOU LIKE THIS THEN LOOK AT...

EAGLE ONE:  
HARRIER ATTACK

But wait, we could have the plane forward





ALL THE THRILLS AND SPILLS OF SUPERCROSS. WELL, THE SPILLS, AT LEAST...



# Supercross 2000

Your ride may lean like a superbike, but it turns like a heffer

## FACTFILE

● PUBLISHER	Electronic Arts
● DEVELOPER	EA Sports
● RELEASE DATE	Out now
● AGE RESTRICTION	None
● PRICE	£29.99
● NUMBER OF PLAYERS	One to two

**IF YOU LIKE THIS THEN LOOK AT...**  
**CHAMPIONSHIP MOTORCROSS**  
 Provides the kind of headbutts fan that's when a motor is like a racing bike

**L**unching yourself skyward on a pepping, screaming two-stroke trails must be a big old rush. Discounting the possible spin injuries, fractured fibula and likely spinal damage, motocross has to be one of the most exciting motor sports around.

And it takes a game of this calibre to make you realise that it's a racing experience which could be brilliantly recreated in videogame form – mostly because Supercross 2000 isn't anything like such a game. As it stands, it's almost there in so many important departments: only to dash your hopes with a number of glaring flaws.

What's one of the most important things you do on a bike? Turn. And yet this most basic of functions has been botched by half game mechanics. Take a

tight corner and your ride may lean over like a superbike, but it turns like a hemmsted heifer. It isn't realistic, but more unforgivably, Supercross 2000 doesn't even play well because you feel cheated by said poor physics every time you try to take a corner.

Similarly, the bike and rider's reactions to the forces acting upon them are neither sufficiently visible nor satisfyingly spectacular. When you fluff a gutsy stunt, you want to be wiped out on a grand and staggering scale. What you don't want is a shameless display of bad physics. Hit a wall, as full pet and all too often you'll simply grind to a sudden halt. But accidentally clip another rider at low speed and you've every chance of being tossed into the air like a rag doll. It doesn't make any sense and it's verily, verily frustrating. The two main

modes of the game are race and freestyle based. You'll probably end up spending most of your time in freestyle as the racing option can be plain demoralising – try racing around the tightest course known to man when you've got the turning circle of an oil tanker. Or on second thoughts, don't.

Freestyle offers more yule-per-hour if only for a short while. You'll soon tire of the exceptionally limited range of stunts and tricks though, and the inevitable running commentary so beloved of EA sports sims is enough to make you bite your controller in exasperation.

Even the selection of courses, riders and bike setup options don't redeem Supercross 2000. The poor design mars all potential enjoyment. Do yourself a favour and steer well clear if you can. **B**

Al Buckham

**PlayStation**  
**Magazine**  
**VERDICT**

- GRAPHICS
- GAMPLAY
- RESPONSE

They do the job in their shiny, shiny helmets  
 Lost down by some extremely irritating mechanics  
 Good for about an hour's angry twiddling. Keep that headset

**OVERALL**  
 Supercross 2000 fails to be a racing game and a stunner due to its exceptionally poor design. Extremely disappointing and best all avoided, even if you're a big, stubborn fan

**4**

OUT OF 10





**Don't be fooled** by confusing BMW ads. The in-game economy is frustratingly glitchy and unimaginative. The camera is



**Few of the characters** are particularly strong or original. Here we see Mrs. Toker (overstated) Rusty Bird along with the "Stinky Mouth Man."



HOW DO YOU FOLLOW *FINAL FANTASY*? BY IMPORTING SOME OF THAT MANGA VIBE...



# Overblood 2

**Imagine a pale imitation of *FFVII* with its heart ripped out**

**FACTFILE**

<b>PUBLISHER</b>	<b>PRH Systems</b>
<b>DEVELOPER</b>	<b>Reverbnote</b>
<b>RELEASE DATE</b>	<b>Out now</b>
<b>AGE RESTRICTION</b>	<b>15 and over</b>
<b>PRICE</b>	<b>\$29.99</b>
<b>NUMBERS OF PLAYERS</b>	<b>One</b>

**IF YOU LIKE THIS  
THEN LOOK AT...**

**FINAL FANTASY VIII**  
One of the best games of all time. It was  
love for my 10th fan.

**T**he threat posed by cloning can't be underestimated. Forget Dolly the sheep, it's videogames that really suffer from indiscriminate body forging. Attempting to improve upon successful titles is nothing new, and clones often create desirable mutations that nudge gaming technology forward. But this Darwinian selection method also spawns a lot of doomed offsprings. Come in *Overblood 2*, your time is up.

Imagine a pale imitation of *Final Fantasy VIII* with its heart ripped out. From the Cloud-guffied main character and the dystopian planet kept alive by city-sized machines, to the external-rendered environments so much of *Final Fantasy VII* has been transplanted to *Overblood 2* that you're tempted to check your old tape to see if it has been

Indeed, is Overblood 2 at least a stronger, faster, fitter clone? Sadly, no.

It has only got a few new moves, most notably a free-camera 3D view and real-time combat. Most tragically of all, though the compelling RPG elements have been ditched in favour of action-adventuring. A poor design choice that turns *Overland 2* into the videogame equivalent of the Dodo. While the 3D view is ambitious, its jitters and riddled with collision problems. Ruzzies are obscure, so you can easily wander around for ages without triggering the right piece of FMV. Can't a turnip and flocks either: the grace of a *Tom Bombadil* or the impressiveness of *FPXIII*. But it's the terrible localisation that finally turns *Overland 2*

True, it's hard to bring epic Japanese adventure games to the West, but that doesn't make it alright to do it badly.

Overblown 2½ dialogue is no bad if it's hilarious. In the opening sequence, a drag-booted, Asian cyber-mime wanders, literally, what shall we say, *Aurora* (Jane for Christmas). It's absurd and destroys the atmosphere from the start. As does the some-thing background story which begins, "Since the event known as the sudden death of the earth, all life on Earth has become totally reliant on air-cooling machines. It is ZESAD in the run-up to Christmas and East Edge is looking particularly colorful!"

If you're rich and you like your humour black, you might enjoy a game laced with such nonsense. Most of us, spoiled by atmospheric games such as Square's classic or *Silent Hill*, will find nothing worth exploring here. And certainly nothing worth cloning. ■

Oswin Bennelluck



GRAPHICS	Depict pre-rendered scenes but a glossy 3D cinema	5	OVERALL	Quinted 2 is not so much a poor man's <i>Final Fantasy VII</i> as a rich man's breath of 3D soul. Leading in both atmosphere and playability	5
GAMEPLAY	Shift of both atmosphere and movement	3			
LIFESPAN	Could drag on for ages if you wanted it. If you want	5			



**Evil scarecrow**  
works particularly  
effective appearance —  
back to great masters



**Take out** *ninja* *infiltrate* *it all of* *dark* *every* *jump* *ground* *and* *several* *delight* *gets a* *10* *initially* *Which* *is* *well*

FAR EAST MEETS WILD WEST IN A MYSTIC BLEND OF SLASH 'EM UP/SHOOT 'EM DOWN



# Rising Zan: The Samurai Gunman

It's a pick 'n' mix of, well, lots of other PlayStation games...

## FACTFILE

PUBLISHER	Aspic
DEVELOPER	UEP Systems
RELEASE DATE	Oct 1999
AGE RESTRICTION	None
PRICE	£39.99
NUMBER OF PLAYERS	One

IF YOU LIKE THIS  
THEN LOOK AT...

**TENCHU**  
Similar (but, also more involved, more  
elaborate) and more fun

**T**ogether at last guns and swords. Meet Mr Zan — raised in a rough and untidy saloon town, he took a few years out to hop over to Japan and back up his sharp-shooting skills with some typically-honourable tutoring from a mysterious Samurai master. He returned to find his patch overrun with a curious crew of ninja thugs and fighting men made of wood — a bit like the *Blade* in *Tales*. Time then to take out the trash with special sword moves and fancy trigger-popping clip-popping.

Sound good? Well, it could have been *Rising Zan: The Samurai Gunman* is a pick and mix of, well, lots of other PlayStation games, parcel-blessed into a charming, but uneven new shape. Its basically an inferior *Tenchu* with a new setting and an extra weapon. Its Japanese

origins are betrayed by the emphasis on RPG-style plot interludes (big bad guys with booming voices giving it plenty of, "You're better than I thought, and now prepare to die...") and some deeply-twisted attempts at dramatic impact ("Prepare to face... Super Wood Man!").

But beneath the variety of blade-flailing and gun-smoking options, the combat is more like *Tomb Raider's* hit-and-hope style. However, if you resist the temptation to simply bash the buttons and actually try to link moves together with a bit of originality *Zan* earns more hero points. These boost his speed and sword power. The action is also packed with satisfying comic violence — particularly the ludicrous geyser of blood which spews out of a freshly bisected badies twitching lower half. The levels are generally pretty linear and missions

range from disappointing *Get-From-A-To-B* And-Kill-Everything-jumps, to the surprisingly lateral and puzzley.

It's this inconsistency that makes *Rising Zan* such a disappointment. Games weaned on more complex games such as *Secret Of The Sword*, *Syphon Filter* or *Medal Of Honour* won't be able to shake the feeling that they're slumming it. The impressive sense of speed and action has been eaten by the messy graphics and jerky 3D. What's more, thanks to the imprecise control system, any sections requiring accurate jumping are a trial-and-error nightmare.

For play to UEP Systems for at least trying to come up with something new, but, despite the funny feel, excellent plot and occasional flashes of brilliance, *Rising Zan* is nothing special.

Andy Lowe

**PlayStation**  
Magazine  
**VERDICT**

- GRAPHICS No download, but plenty of nice features and a general fit for
- GAMEPLAY Immediate and accessible, but suffers from overexposure
- LIFESPAN The game opens like you take a tiny bit, but not one to come back to

- OVERALL Highly flawed attempt at a fresh crossover. Enjoying parts like the blood and awesome language. You are Super (Big Zan) and you get behind the basic gimmick and musical score

**5**  
OUT OF 10



SONY BODYCHECK EA IN THE NEW COLD WAR. JOLLY HOCKEY STICKS THIS ISN'T



# NHL Face Off 2000

“There's a surplus of violent checks and one-on-one fights”

## FACTFILE

■ PUBLISHER	EA GAMES
■ DEVELOPER	EA GAMES
■ RELEASE DATE	March
■ AGE RESTRICTION	None
■ PRICE	£29.99
■ NUMBER OF PLAYERS	One to eight

**IF YOU LIKE THIS THEN LOOK AT...**  
**NHL CHAMPIONSHIP 2000**  
 This year's NHL game is based on both AI and authenticity

**A**s a nation we may be rubbish at ice hockey, but we can still appreciate that it contains all the ingredients necessary to make the ideal videogame sport. The speed, the violence, the crazed slugging in front of goal... Truly, this is excitement. Something which explains why so many NHL-branded games wash up on our fair weather shores.

NHL Face Off 2000 is the latest to coo the pond and offers all the usual pucking plus a management section that lets you sign, release and trade players between teams. If you want to, you can add to the roster with players of your own creation, allocating points to various stars (you can even ramp up your aggression and fighting skills).

There's much to satisfy, even if you went in for the authenticity with

various pregame renditions of The Star Spangled Banner, plenty of Whittier ditties, a surplus of violent checks and controllable one-on-one fights.

Superbly fighting forms a kind of sub-game, with four buttons controlling ducks, skips, uppercuts and blocks. It's an amusing diversion that adds extra verve to multiplayer games, but doesn't dominate the play. The sound effects are great, genuinely recreating the ambience of a stadium rink. The player cards also make for a fascinating study of the midget hunk in 20th-century train-based sport.

But like the new I.C.E. Artificial Intelligence that gives the game its main edge over EA's NHL 2000, CPU opponents now camp in front of the net, waiting for redirected passes, while defensive players make unpredictable rushes into the offensive zone and circle the box during

penalties. The enhanced AI is most noticeable in the goalie, who makes a fantastic variety of saves, including glove stick chest, kick and block. They will do anything to cover the goal, sprawling widelegs and even lying on their backs to smother a rogue puck. This makes scoring a real challenge and you have to learn the extensive range of shots, such as slap shots, snap shots, fake shots and redirected shots to fool the Michelin-style goalie and stick one in the net.

Unfortunately, Face Off 2000 looks terrible. Despite 150 motion-captured animations the graphics really let the game down. Where NHL 2000 boasts stylish reflections, Face Off can only muster dull four-way shadows cast by the floods. Its certainly fast and new, but its no great beauty.

Steve Brown

**PlayStation Magazine**  
**VERDICT**

- GRAPHICS
- GAMEPLAY
- LIFESPAN

The most disappointing aspect of the game is in-game strategy switching and a host of shots, saves and checks. Longer if you can be bothered to get into the management.

OVERALL: The realism and realistic play, but unfortunately the graphics undermine the experience somewhat. The fighting options make for fun multiplayer sessions though, and it's utterly not fun.

**7**

OUT OF 10

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**Grooming** is rather tedious in your daily horse life, while at your disposal are no hair picks.



**Dressage** involves following a predetermined course accurately – walking, trotting, cantering, and moving as required.

LEATHER BOOTS? WHIPS? SADLY MARY KING'S GAME ISN'T QUITE AS KINKY AS IT SOUNDS



# Mary King's Riding Star

“She requires grooming, mucking out and plenty of good lovin’”

## FACTFILE

PUBLISHER	Miles
DEVELOPER	Inthouse
RELEASE DATE	Oct now
AGE RESTRICTION	None
PRICE	£29.99
NUMBER OF PLAYERS	One to four

IF YOU LIKE THIS THEN LOOK AT...

**PET IN TV**  
Solutions for kids: streamlining for adults.  
Only Everglades has such style

Enter the world of Mary King, far from being the dominatrix she may seem, Mary is in fact every budding equestrian's heroine. While she may not appeal to the gaming hardcore, there are apparently numerous little girls who worship her. Stuck for something to buy your kid sister? Read on...

Riding Star can be divided into two sections – caring and competing. Girls who are unable to own a real horse can play with Star instead and they need to be just as attentive to her as they would to a living animal. She requires grooming, feeding, watering, mucking out and plenty of good love! – all of which takes an age due to the painfully long loading times. In the tack room you can flick through a guide book on looking after Star which tells you how to

keep her happy if she is not well cared for her discontent becomes apparent by her low energy levels. The caring side of the game is very much in the Tamagotchi mould but three times as expensive.

There are three events – Dressage (this is where you and Star prance about in ribbons waving at the judges), Cross Country (which suffers because you are unable to see the jumps before you're on top of them) and Show Jumping. These events can also be enjoyed in the multi-player mode where you take on a mate. And thank about it it gets progressively harder, but events are simply repeated.

With so many developers content to churn out sequels, Miles are to be commended for taking a risk on something so original. But although Riding Star makes it out of the starting gates it falls well below the first furlong, part of

the joy of owning a horse is interacting with it, but this aspect is drastically underplayed in Riding Star. There are only three phases to express your love for Star all of which contain the phrase 'Come on!' Experiences that you would hope to share with your four-legged friend are completely overlooked – there are no country walks, picturesque hacks, or open fields across which to canter.

All too often publishers saddle poor quality games with an 'its for kids' tag, assuming they'll soo up second-rate fare, often to the point where their novelty and age is taken advantage of. So the question is does your average teen-bopping 12-year-old girl want to spend her time painting the hooves of an over proud, and immobile, Tamagotchi? The journalist thinks not.

Gatherne Charnon

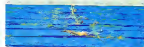
**PlayStation Magazine**  
**VERDICT**

- GRAPHICS In the yard Stars a picture, but on the arena stage no Black Beauty
- GAMEPLAY Shallow and repetitive
- LIFESPAN Short as a shelter pony's legs

- OVERALL Although the idea behind Riding Star is appealing, the reality of the game just isn't value for money. It's an over-rated and over-priced Tamagotchi that could have been so much more.

4

OUT OF 10



**Definitely** **5** stars  
if this is the  
world's best  
and most  
realistic  
simulation  
of the sport.  
You will need to  
have a Multi-Tap  
to play this  
game.



ON YOUR BUTTONS! GET SET! GO! BLISTER-BUSTING MAKES A RETURN TO PLAYSTATION...



## International Track & Field 2



“The brand new canoeing, diving, vaulting and cycling events are

### FACTFILE

■ PUBLISHER	Konami
■ DEVELOPER	Inhouse
■ RELEASE DATE	Potentially
■ AGE RESTRICTION	None
■ PRICE	£29.95
■ NUMBER OF PLAYERS	One to four

**T**o succeed in the world of athletics takes years of intense training, a supreme level of fitness and, depending on your choice of events, a technique honed through years of practice. In this respect, *International Track & Field 2* is an extremely accurate representation of the sport. The main difference being that your fingers are put to the test rather than your legs. Endurance events such as the 10m time-trial cycling and even the 50m freestyle swimming will make you develop muscles in your digits that you didn't even know existed. And that's if you're lucky. The less robust of gamers will suffer from blisters and repetitive strain injuries – although it won't stop anyone going back for more.

There are 12 events in all, and they offer a surprising amount of variety, even though the majority of them are controlled in almost exactly the same way. The easiest event is the 100m which requires you to do nothing but repeatedly hit the **△** and **○** buttons (which are

non-configurable). The other events are quite technical in comparison. For example the horse vault demands lightning-fast fingers and makes the button sequences in *Lim Jammer* look about as challenging as dialling the number of your local curry house. With practice and possibly the employment of some dubious button-hammering techniques – like using your jumper drive or a koto – you'll take every world record in the book.

Unfortunately, once you've got them all, there's really no point in playing the game any more, at least not on your own. *International Track & Field 2* is a party game, plain and simple – the more players you have, the more fun you'll have, and the more time you have between events to let your digits recover.

Visually, *International Track & Field 2* is very impressive with

its swooping camera movements, action replays and photo finishes adding a sense of style to the occasion. The athletes themselves look fantastic, their animation putting even the delectable Ms. Lau Croft

to shame. It's not gold medals all the way though because the 100m hurdles, the high jump, triple jump and shotput are all curiously missing from the long list of events on offer. The cuts seem like Konami's deliberate attempt to distance the game from its predecessor. Certainly the brand new canoeing, diving, vaulting and cycling events are

among the best on offer this time around, but the loss of the hurdles delivers a distinctly from the Olympic feel of the game.

Fervently smashing the **△** and **○** buttons might not sound like much fun



# International Track & Field 2



## HOW TO... PERFORM THE PERFECT PIKE



Choose the track you'd like to perform from the list, taking note of the difficulty. This determines how fast the timing bar moves in the next stage of the menu.



Stop the timing bar at its peak to ensure that you have plenty of time to hammer the buttons and gain extra height off the springboard. Failing here will lose you points.



Hit the D and L buttons to gain height until your arse hits the bar. Then it's up to you to stop the arrow going around the circle to determine the angle of entry.

## among the best on offer this time around...

and, to be honest, it isn't if you're playing on your lonesome. But chuck in a few mates, a Multi Tap and maybe a beer or three into the equation and International Track & Field 2 comes into its own. There are few games on the PlayStation more fiercely competitive, more exhausting and, unfortunately, more reliant on you having these like-minded mates to enjoy it with.

Multiplay in mind, International Track & Field 2 is the Bomberman of the sports games - dull on its own, sublime with a pal. That said, it's not, on its own, a good enough reason to get a Multi Tap, but if you're lucky enough to have one next to your PlayStation and you have a few mates who might be up for a challenge, then you could do a whole lot worse. After you with the hand-Aids.

Justin Calvert



**IF YOU LIKE THIS THEN LOOK AT...**

**INTERNATIONAL TRACK & FIELD**

The physics is pretty much the same, but it's not as polished. It is only 60% what...

**PlayStation Magazine**

**VERDICT**

GRAPHICS

Detailed athletes expertly animated in spectacular stadia

GAMEPLAY

Rubbish on your own, great with your mates

LIFESPAN

But sooner or later your mates are going to tire of it

OVERALL

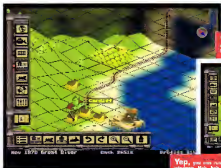
Some new events have been brought in, some classic events have been shunted out. But, to rely on the graphics this game to be any real improvement on the original game.

**7**

OUT OF 10



The graphics and options screens would have benefited from a bit more attention to detail and colorful graphics.



**Yep,** you can run the transfer right past their skeptical in-laws. Make, huh, deal, huh.



**"And Mrs. Jones? Make sure she is offered brown envelopes instead. This is a present by marriage..."**



## YOU MAY BE A MEGALOMANIAC, BUT CAN YOU MAKE THE TRAINS RUN ON TIME?



# Railroad Tycoon II

**“It’s impressively rich stuff for the budding transport baron”**

## FACTFILE

<b>PUBLISHER</b>	<b>Take 2</b>
<b>DEVELOPER</b>	<b>Pop Top</b>
<b>RELEASE DATE</b>	<b>March</b>
<b>AGE RESTRICTION</b>	<b>Mature</b>
<b>PRICE</b>	<b>\$24.95</b>
<b>NUMBER OF PLAYERS</b>	<b>One</b>

IF YOU LIKE THIS  
THEN LOOK AT...

**THESE HOSPITAL**  
have a special unit for finding a cure  
for AIDS

**A**h, the Age Of Steam. In those days, it didn't matter what was blocking the tracks — leaves, buffalo, Mexican bandits, heroes tied down with rope ("Chuff! Chuff!", "Hoyul! Hoyul!" etc) — because nothing could stop the trains running on time. Fortunately, braking technology has improved since then.

Already a hit on the PC, Railroad Tycoon II is a strategy/management game set in the era of the iron horse. Lay the tracks and build stations, buy your rolling stock, choose which goods to transport for maximum profit, then repeat, carving up those praries while seeing off real networks.

Get to grips with the basics and you'll find even deeper layers of control enabling you to take over production at lumber mills and cotton farms. Improve

each area by adding telegraph and passenger facilities, or even dabble on the stock market between the hiring and the firing of staff. A host of maps and campaign scenarios take you from America's Deep South to the foothills of China and historical references come thick and fast. It's impressively rich stuff for the budding transport baron.

Those expecting to mess about with virtual model railways will be disappointed because that's not the aim. Ridiculously, you can't even build tunnels and must either circumnavigate hills or suffer the engine-choking gradients. Taken as a management sim rather than a building game, though, RTW has the potential for a feast of conference fun.

But something is definitely amiss in this conversion, and those abysmal screenshots offer the first clue. Your

Dewitt Clinton freight express is little more than a string of blobs, while the only way to identify many buildings is to click on them. The lack of detail is regrettable because even once you've built your empire, it's never a pretty sight to survey. Test, too, appears in the most flippant of fonts, and despite a mass of controller short-cuts, you're still expected to negotiate a blarney mouse-oriented interface with a directional pad.

It's a shame, because the game's labour-intensive book-keeping requires clearer presentation and a faster, smoother interface than Pop Top have provided. There's no denying the integrity of the game underneath, and hardcore strategists might want to persevere. But you will need the patience of a saint. Or, better yet, a really good computer. ■

**by** [Nicholson](#)

**PlayStation**  
Magazine  
**VERDICT**

- |          |                                                                  |   |
|----------|------------------------------------------------------------------|---|
| GRAPHICS | Fizzy, lo-res sprites and ugly option screens                    | 4 |
| GAMEPLAY | Top account + in-up reloading + in-maps unwieldy interface       | 7 |
| LIFESPAN | Should have been higher, but no mid-game save? They've ruined it | 8 |

- OVERALL**  
As significant as *Resident Evil 2* on PlayStation should have been the chaffing self-consciousness that turned a great game into a staring pit. What a miserable start.

5

OUT OF 10



# **SOUTH PARK WILL KICK-ASS THIS MILLENNIUM!!!**



**THE WHOLE OF SERIES 1 & 2 ARE NOW AVAILABLE ON VIDEO**



**LOOK OUT FOR THE VIDEO RELEASE OF THE HILARIOUS  
SERIES 3 COMING LATER THIS YEAR**



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The snarling 'beats' look the part, but their moves are all too similar. Murley's what's needed!



This low lunge is certainly effective, but dull. Repeat it against hapless opponents for a quick kill.

ONE CRUEL BLOW TOO MANY FOR OUR PREHISTORIC PALS



# Warpath: Jurassic Park

“Dinos square up with only one thing on their minds – to kill”

## FACTFILE

■ PUBLISHED	Electronic Arts
■ DEVELOPER	Greenworks
■ RELEASE DATE	Out now
■ AGE RESTRICTION	15 and over
■ PRICE	£24.99
■ NUMBER OF PLAYERS	One to two

IF YOU LIKE THIS THEN LOOK AT...

PRIMAL RAGE  
Recent and best '98 of EA's in Predator as its updates

**A**long with their inexplicable affection for Furries and slime-filled alien eggs, The Kids' love adult with dimes seems in no danger of waning. Doubtlessly fuelled by the Beeb's recent success in portraying best-guess thunder lizards as legitimate docu-fodder, Warpath is bound for similar commercial (if not critical) triumph. Yet ironically it's the groundbreaking. Working With Dinosaurs series that ultimately consigns Dreamworld's loose film series to the status of mediocre docu-cash-in. Once we've walked with them, the thrill of fighting with them becomes little more than queasy titillation. While the BBC's CGH-fest presented our scaly precursors as noble, nurturing and herbivorous as much as scavenging, selfish and predatory, here dinos square

up to each other with only one thing on their tiny minds – to kill. This may be the standard remit for best 'em ups the world over but lessons should have been learned from the tedious *Primal Rage*. The problem lies in the lizards' limited range of moves – a jumbled mess of butts, slashes and tail swings that will make most dino-experts gasp at their lack of authenticity. It's not just the lack of credibility that makes you despair though. Warpath has been executed with a breathtaking lack of imagination and a complete absence of genre-specific knowledge. There's little difference between special moves, and occasionally the camera angle shifts to a semi-overhead view that throws you completely. The combatants too, appear

oversized in relation to their arena, and every bout starts with the snarling beats standing literally snout to snout. These little room to manoeuvre and the action inevitably degenerates into a frenzy of random button bashing. If nothing else, at least the visuals are spot on. The dinos themselves are fluid and brilliantly-textured and the locations (although too small) are reminiscent of the film. A pat on the back should also be given to whoever thought of the semi-educational library option that enables you to browse the dino timelines and view them with alternative skins. That aside, the other novelties are too slight to propel Warpath out of the extinct leagues. Prehistoric, indeed ■

Meet Fierce

PlayStation  
MAGAZINE  
**VERDICT**

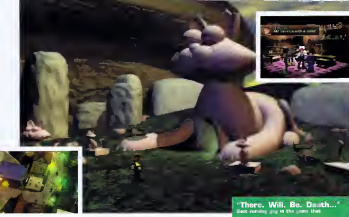
- GRAPHICS
- GAMEPLAY
- LIPS/PAN

Suitably-really textures and smooth-render between moves. Himmer the buttons. If your fingers hurt. Handy nibble. The unobscure words may keep you going for a few weeks.

OVERALL  
A pleasantly forgettable beat. Am up there not worth your time. Although Jurassic Park is simultaneously an abject lesson in how to make a formulaic beat. Am up. And very low friends.

4

OUT OF 10



"There. Will. Be. Death..."

Best running gag in the game that



Summoning spells are usually restricted to a set of FFXIV summons, but this game lets you use the full range of spells.

ROLE UP, ROLE UP, POKE THE WEIRDNESS WITH A POINTY STICK + 4



# Shadow Madness

"A mess of uneven pacing and terrible plot development"

## FACTFILE

PUBLISHER	SCIE
DEVELOPER	Crave
RELEASE DATE	February
AGE RESTRICTION	Three and over
PRICE	£29.99
NUMBER OF PLAYERS	One

IF YOU LIKE THIS  
THEN LOOK AT...  
FINAL FANTASY VIII  
(Square's most beloved  
role-playing game)

Ever since *Final Fantasy VII* broke all records and put console RPGs on the map, we role-players have been eagerly bracing ourselves for the inevitable torrent of pointy-hatted polyhedral-pushers and genre co-hubs. Now *FFVII* has come and gone and, well... it hasn't exactly opened the floodgates, has it?

It might not sound like the worst thing in the world to discover that *Shadow Madness* is a brazen attempt to clone *FFVII* from the ground-up, but the popping of numbers from damaged heads, all the right elements are in place.

Two points immediately stand out in the game's favour. While *FF*'s random battles remain a turn-off for many players, *Shadow Madness* provides a mechanism for avoiding them. Hit the shoulder

buttons when you hear the warning cue and, nine times out of ten you'll sidestep the encounter! It's your choice to explore uninterrupted or build up experience.

The second bonus is a three-gate difficulty setting to determine the frequency and toughness of wandering monsters. For those who feel that *Jap* RPGs are becoming far too easy in striving for mass-market acceptance, the upper difficulties present the necessary challenge for a true sense of threat and reward.

In terms of storytelling, *Shadow Madness* is a mess of uneven pacing and terrible plot development. While it's a relief to see a script that attempts humour with occasional success, and without interminable references to missing shards of *Kuudra*, it rarely succeeds in delivering anything more than poor American puns. By allowing the

screenwriters to try for the wackiest at every opportunity, any mood of epic drama is consistently deflated.

There are design flaws too, from inventory management to magic. Although it seems to imitate *Square's* ATB battles, the combat system is a sham. Lacking *FF*'s timer bar, the speed of your attacks rests entirely on how quickly you can click through the menu options. Using the shoulder buttons to open different action menus might sound efficient, but the pain of trying to move between them and scroll through lists of options defeats even the accustomed user.

Overall, *Shadow Madness* amounts to mediocre role-playing fare. Proof, once again, that American developers still lack the talent and insight of the Japanese when it comes to crafting RPGs.

Zy Nicholson

PlayStation  
Magazine  
VERDICT

- GRAPHICS An uneven confusion of visuals, from the delicious to the gut-instilling
- GAMEPLAY Some welcome innovations undermined by fundamental errors
- LIFESPAN 40-60 hours, sure, but highly unlikely to see a replay

- OVERALL Basic, stop-gap entertainment for the most devoted RPG fan who's prepared to overlook serious flaws. By no means a worthy introduction to the genre, go to with your eyes open

6  
UP-10



# Alone in the Dark IV

Witness the return of the original survival horror

**EDGE**  
THE FUTURE OF INTERACTIVE ENTERTAINMENT



A selection of vehicles in Vigilante 8, including the one you can get to Mad Max on your PlayStation. Which has got to be a Good Thing, Right?



An a selection of vehicles in Vigilante 8, including the one you can get to Mad Max on your PlayStation. Which has got to be a Good Thing, Right?



VIGILANTE 8 OR VIGILANTE GREAT? A BIT OF BOTH ACTUALLY...



# Vigilante 8: 2nd Offence

“The main problem is the handling. It's far too exaggerated”

## FACTFILE

DEVELOPER	Activision
DESIGNER	Looseflex
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£39.99
NUMBER OF PLAYERS	One to two

IF YOU LIKE THIS THEN LOOK AT...

### TWISTED METAL 2

Twisted Metal 2 drives a far more varied and addictive take on the vehicles combat genre

**C**on paper Vigilante 8 is a tremendous idea, throwing cars and guns into one big tyre-squalling, bullet-strewn maelstrom. It's the nearest thing you can get to Mad Max on your PlayStation. Which has got to be a Good Thing, Right?

Almost. While the underlying concept of the game is solid enough, and holds enough potential for some cracking auto-combat thrills, the execution is something of a let-down. This is partly due to the fact that this sequel is almost identical to its predecessor aside from a few flashy extras which will come to us in a bit. And it has to be said, the original Vigilante 8 was never quite as good as its archrival, Twisted Metal.

The main problem – as before – is the handling. It's simply far too

exaggerated to offer the kind of precise, handbrake-turn-and-fire action that Vigilante 8 is crying out for. The vehicles' turning circles are huge and it's almost impossible to point your vehicle in exactly the direction you want, which is unforgivable in the midst of a close-quarters battle. And the overblown physics system – hit a bump and you go flying – is infuriating, to say the least. Explosions also tend to send you miles into the stratosphere.

The selection of weapons is also exactly the same as before, from the bag-standard rockets to the virtually-useless mortars. That said, the all-new selection of vehicles (including such delights as a garbage truck and stunt motorcycle with sidebars) are equipped with a wide selection of individual – and potentially devastating – special weapons. And the

levels themselves are admirably large and filled with touches of medieval detail. It's possible, for example, to drive straight through the mansion on the Bayou level and blow seven shades of the proverbial out of almost any of the surrounding architecture.

But ultimately what we have here is pretty much the same as the previous installment, only with a few more knobs on. Indeed, the only real innovation in Vigilante 8: 2nd Offence are the three new pick-ups that transform your vehicle via skis, propellers and hover jets so that it can handle snow, water and incompressible terrain. It's not really enough to warrant shelling out 40 quid for, though, unless you really were a huge fan of the original game – and you can't say fairer than that. ■

Jes Richman

PlayStation  
Magazine  
**VERDICT**

- GRAPHICS
- GAMPLAY
- LIFESPAN

Devised and executed, but there's some shocking clipping problems. 7  
Gross and shoeful, plus a few simple mission objectives. 6  
The Two Player Mode helps, but ultimately it's a sorry staff. 7

OVERALL  
A sequel that offers very little that's new or exclusive to Vigilante 8. You're far better off sticking with Speed Freaks or Crash Team Racing for powered-up racing thrills.

6  
OUT OF 10

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0906-8318-404 ....ADVENTURE / RES EVIL I & II / STAR WARS 1 / FF7 / TR4  
0906-8318-405 ....PLAYSTATION / EVERY CHEAT WE HAVE  
0906-8318-406 ....ADVENTURE / SILENT HILL / STAR WARS PHANTOM 1 / TR4  
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0906-8318-409 ....SEGA SATURN / HUGE LISTING  
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THEY'RE DEAF AND BLIND, BUT DO THEY PLAY A MEAN PINBALL?



# Worms Pinball

## FACTFILE

PUBLISHER	Intergames
DEVELOPER	Team 17
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£24.99
NUMBER OF PLAYERS	One

**W**orms Pinball rather begs the question: why, doesn't it? You'd be hard pushed to marry two more unlikely genres. But whatever the wisdom of it all, Team 17 have created a pinball game starring their cartoon animals.

Of course, pinball is pinball no matter how hard you try to disguise it – but the difference between this Worms-endowed effort and rival offerings is greater than it first seems. The sound effects and graphics from the strategy franchise add atmosphere, but it's the multiple sub-games that help create a little more

longevity. Whether blasting space aliens via lit wump or hammering the flippers to escape a '60s Worms Rebel is packed with hidden features.

The ball physics seem a bit over-sensitive at times (the tilt function is particularly violent) and the left hand side of the table is too flipper-heavy against the comparatively featureless right. However, the sheer weight of options maintains interest levels beyond all expectations. As a mid-budget package, it's hard to grumble. Pinball has found a friend at last.

Matthew Pierce



**Flip your balls** *unintentionally* towards the target, and all manner of bloody sub-games will be yours to try.



## PlayStation Magazine

## VERDICT

GRAPHICS	Bright and cheery, but with only two titles means worth stamp
GAMEPLAY	Left and right 'flipper' controls are life. It doesn't give any easier
LIFESPAN	Feature-packed, but the second table is poor and it's pinball

**OVERALL**  
It's feature-packed and the Worms theme is used well. The second table tests out of place though, and there's a limit to how much pinball even the biggest fan will want to indulge in.

6

OUT OF 10

INTERPLAY'S BASEBALL SIM IS NUMBER TWO. IN MORE THAN ONE WAY...



# Baseball 2000

## FACTFILE

PUBLISHER	Interplay
DEVELOPER	Interplay Sports
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£29.99
NUMBER OF PLAYERS	One to two

**A**re there enough fans in the UK to support two baseball games? Interplay obviously think so, or they wouldn't be going up against EA's Triple Play 2000. So, for those readers who watch the sport on Channel 5, this will be a special treat. For both of you.

At first glance, Baseball 2000 is barely distinguishable from the EA title. It uses the standard over-the-plate view for batting and pitching, covering fielding with a floating camera or quick cuts between different angles. After a while

though, it reveals itself to be more sophisticated when it comes to pitching, and less forgiving when batting.

No-vets and armchair fans are likely to prefer EA's offering. Actually they probably prefer any decent sports sim to this. Not because there's anything wrong with it, rather because, unless you were raised on films of Babe Ruth, baseball can get very monotonous very quickly. Easy to use controls and a stack of options make this cut, but the restrictions of the sport itself severely limit its appeal.

Chris Buxton



**Hit and run.** *It's not just sports. There's also Run and Again, for example, too.*



## PlayStation Magazine

## VERDICT

GRAPHICS	Plain, but at least the player animation is nice
GAMEPLAY	Pitch field bat. Pitch field bat. Pitch field bat.
LIFESPAN	Seasons go on forever. Or so it seems

**OVERALL**  
A competent enough baseball sim that falls into the same mind-numbing tedious nature as every other attempt in the sport. While partly a cultural thing, it's mostly down to the nature of the sport itself.

5

OUT OF 10







The odd one of Mosquito is missing, but only because it's too small to see. The Mosquito is the only one of its kind in the game.



While not sub-sparkler, the explosion effects are impressive. Still, pulling up heavy objects and dropping them on enemy troops is a pretty good idea. It's a bit of a cheat, but it's a good one.



LOVE THE SMELL OF BURNING PLASTIC IN THE MORNING? THEN SET LIGHT TO THIS



# Army Men: Air Attack

As well executed as a nuts-first landing on parallel bars

## FACTFILE

■ PUBLISHER	3DO
■ DEVELOPER	3DO
■ RELEASE DATE	Oct 1995
■ AGE RESTRICTION	None
■ PRICE	£39.99
■ NUMBER OF PLAYERS	One to two

IF YOU LIKE THIS THEN LOOK AT...

## SOVIET STRIKE

Years old and PlayStation. Relatively addictive, but the game is not really a true strategy game.

**S**implicity, when it comes to games, can be a good thing. Examine closely any of the **Wipeouts**, **Gun-4-More 2** or **Track & Field** and you'll see that each is based on one very simple idea (levitating sleds! Popping bubbles! Bashing bunnies!). What makes them special is that the idea is beautifully executed. **Army Men: Air Attack** is also based on a simple idea (fly a toy helicopter) but, unfortunately, it's about as well executed as a nuts-first landing on the parallel bars.

As Captain of Alpha Wolf Squadron, your mission is to defend the Green Army's bases from the evil Tan forces, and then turn the tide of war by attempting seek and destroy missions deep in enemy territory. Initially, buzzing about in your chopper is amusing enough

but gradually the powers of annoyance and frustration begin to overwhelm you.

One problem is that the game never makes you feel like you're truly airborne – a distressing defect for any helicopter game. Your chopper is always viewed from above and slightly behind, so you can't see the horizon, and the designers have used high ground as an impenetrable barrier so you're effectively limited to flying through a maze of canyons.

As you can't see over the top of obstacles, you are forced to navigate using an inflexible map. The tricky 'you are here' square fails to rotate relative to your position (instead the arrow representing you revolves on the map) so that sometimes turning left on-screen will cause you to turn right on the map and founder in hopeless confusion. And when you do reach an objective, shooting

things can be just as tricky. The auto-aim is a myth in your machine gun often fires sideways when you're trying to shoot dead ahead. Mystically, random, the enemy tanks in flame are precious little use against tiny soldiers – they remain unaffected by an explosion even a few paces away.

Usually **Air Attack** is very tricky. If not actually in pieces. The landscape regularly shatters as it tries to keep up with your manoeuvres, and, despite the small area covered by the overhead view, the action still slows down in the middle of bi-octane flights.

All things considered, the game's few decent touches, like being able to pick up objects with a grappling hook, are just way too limited to make you want to carry on. About mission... ■

Pete Wilson

**VERDICT**

- GRAPHICS
- GAMEPLAY
- LIFESPAN

Mostly plain but occasionally very nice. Nothing original to report, and increasingly unattractive. Too frustrating and uninteresting to keep you on.

OVERALL: Unplayable. For a smarter blast, **G-Police 2** is more amusing, while two-player **Rescue Fire** is the most playable and even the venerable **Rogue Strike** offers a better one-player game as a bargain bin price.

5

OUT OF 10

CHEAP VODKA AND TETRIS. OUR RUSSIAN COMRADES HAVE A LOT TO ANSWER FOR...



# The Next Tetris

## FACTFILE

■ PUBLISHER	Hasbro
■ DEVELOPER	Blue Planet
■ RELEASE DATE	Out now
■ AGE RESTRICTION	Mave
■ PRICE	£29.99
■ NUMBER OF PLAYERS	One to two

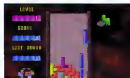
**A**lexey Pajonov, creator of the original Tetris, must be a very happy man indeed. He single-handedly created one of the most successful, influential and enduring videogames ever made. He's probably not short of a few Roubles either. And the beauty of it is, he no longer needs to lift a finger.

Tetris has become a self-sustaining commercial entity, fortunately *The Next Tetris* is a worthy take on the old classic, with just enough in the way of new features to make it worth a crack. The main difference between this and the original game is that the standard Tetris

shapes are made up of several components. If one component is left dangling in the air it breaks off and falls until it finds something to rest on. This can make things extremely complicated as emee lines begin falling with unpredictable consequences.

That said if these new fangled features don't appeal, they've thrown in the classic Tetris game as well. Factor in the pleasantly hokey soundtrack and smooth presentation and you've got an enjoyable reinterpretation of a winning formula. Not one to set the Kremlin alight, but hey it's Tetris! ■

Al Bickham



**Look familiar?** Well, by the way, it's worth you own the... Change the colors. Change the shapes. Etc...



## PlayStation Magazine

### VERDICT

■ GRAPHICS	Pretty bloody stuff. But then what can you do, bro?
■ GAMEPLAY	It's Tetris. Can be a bit of a toss.
■ LIFESPAN	A good throw-in while you're in, and a little bit more.

■ OVERALL	A moderately successful variation on an old theme. Still mind-bogglingly addictive, and as unexpected classic, but hardly the most original concept in the world, despite the new additions.
-----------	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

7

OUT OF 10

PONG BY NAME, PONG BY NATURE. NOTE: RETRO-PHOBES NEED NOT APPLY



# Pong

## FACTFILE

■ PUBLISHER	Hasbro
■ DEVELOPER	Supernova
■ RELEASE DATE	Out now
■ AGE RESTRICTION	Mave
■ PRICE	£29.99
■ NUMBER OF PLAYERS	One to four

**T**he million dollar debate goes like this. Retro games = welcome return of old arcade classics, or cynical marketing ploy to milk the hits of yesteryear? We always hope for the former, but the reality usually points to the latter.

Which is a nutshell, why Pong is such a surprising game. Not that it's a great game, but time, effort and a bit of brain-work have been invested in its creation. It's pretty, full of innovation and even quite cute in parts. Don't be fooled though - it's still a monotonous old knockabout. Like bats. Hit balls. Try and

get your opponent to miss. That's the aim of the game, and there's not a whole lot more to keep you playing.

You work through a variety of themed levels which offer new and increasingly tricky obstacles to help you (or your opponent) score points. These may speed up the balls, bring extra balls into play or just block your shots. The four-player Cooperative Mode can be fun, but all the same, it's short lived and fairly bland. Justifying the £30 outlay for Pong is difficult - only approach it if you like your kicks nice and simple. ■

Al Bickham



**Humorously-flexible**  
The four-player cooperative mode changes the look in 3D. Must!



## PlayStation Magazine

### VERDICT

■ GRAPHICS	Fruity and colourful, but nothing ground-breaking.
■ GAMEPLAY	Too simple for today's discerning gamer.
■ LIFESPAN	Even a Multiplayer Mode isn't enough to keep you at it.

■ OVERALL	Retro gaming at its most strikingly average. Pong's still good for a few laughs and has been well-received, but the gameplay is still simple in the extreme and doesn't offer anything new.
-----------	---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

5

OUT OF 10



The flashy intro is about the only thing that does look like an arcade can't



We've got it. We've - oh...  
It's a little bit like the old days, but not really. It's a little bit like the old days, but not really. It's a little bit like the old days, but not really.



BUMPERS BUMP, FLIPPERS FLIP, REVIEWER SLEEPS...



# Pro Pinball: Fantastic Journey

It possesses every pinball feature you could desire

## FACTFILE

■ PUBLISHER	Empire
■ DEVELOPER	Cunning Developments
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ PRICE	£29.99
■ NUMBER OF PLAYERS	One

IF YOU LIKE THIS  
THEN LOOK AT...  
PRO PINBALL: TIMESHOCK  
One of the best games of its kind

**W**e may be taking our first tentative steps into a new millennium, eating designer tomatoes and preserving nuclear power stations as museum pieces, but some pastimes will stay with us forever. Styled on a Jules Verne, steampunkish theme, *Pro Pinball: Fantastic Journey* almost succeeds in bringing pinball to your PlayStation. The physics modelling is confidently realistic, while the hi-res bitmap playfield fits on to one screen without the need for clumsy scrolling.

Granted, it only provides one table, but *Fantastic Journey* possesses just about every contemporary pinball feature you could desire. Hit left and right flipper targets in sequence for a combo, or collect the letters of a bonus word. Video Mode records those

reflex sub-gems on the dot-matrix display via flipper buttons. There's even a Magna-Save to magically rescue wayward bearings from the left-out-line, the likes of which haven't been seen since the classic *Black Knight 2000*.

Furthermore, an easy centre spinner builds confidence in the novice who's not actually doing as well as they think, while mastering the score-multiplier warforms is the prime objective of any pinball pro wishing to annex the Hall Of Fame. *Fantastic Journey* is even better than its predecessor, *Pro Pinball: The Web*, so long as you accept the design remit. This is pinball created specifically for the videogame consumption. And there's the rub.

In pin speak, this is a table to drain your balls and still have you coming back to empty your trouser pocket some more. Nevertheless, the fact that this is a

simulation generates a huge Democritus question mark over any assessment. We like our pinball and accept that retro-futurism might appreciate this simulation as a short-term diversion in itself, but true aficionados know that pinball continues to deny pub space to the coin op precisely because of its mechanical beauty and intricately-crafted, analogue, physical allure. That is its enduring appeal, and even Dual Shock support can't hope to recreate such feedback.

As much as you might be partial to a friendly match of table football, or air hockey, or even flying a kite, would this convince you to nosh out and pick up a console simulator if so. PS2M promises to look very carefully into a cover-mount HMV of angelfish aquariums and roaring log fires. ■

Zy Nicholson

PlayStation  
Magazine  
**VERDICT**

- GRAPHICS: Lighting and movement is spot-on, but the playfield details have been lost.
- GAMEPLAY: As much fun as you can have with a virtual ball bearing.
- LIFESPAN: 20-minute sessions every other week, or it takes 4 or 5 hours to finish.

■ OVERALL: *Pro Pinball: Fantastic Journey* is top notch virtual pinball, but nevertheless isn't a thoroughly elevated experience when compared to the physical joys of the real thing.

4  
OUT OF 10

WHITTLE AWAY YOUR BANK BALANCE AND SANITY AT THE CATHEDRAL OF FLUTTER



# Caesar's Palace

## FACTFILE

PUBLISHER	Interplay
DEVELOPER	Deion Software
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£24.95
NUMBER OF PLAYERS	One to four

**T**he real Caesar's Palace is a grotesque, grow-up wonderland of chewing slot machines, hostile card tables and free booze dispensed by women in togas. And deliberately hard-to-find exits. *Caesar's Palace*, the game, is a sterile attempt to recreate the vibe, but with no character or ambition.

The games – roulette, video poker, blackjack, craps – all come packaged in a single chunk of options. Visit the cash machine, set your stake and dig in. All the perks are there, but they don't add up to any kind of gaming jackpot. There's nothing at stake, you see, in the real

world, thank the buzz of boldness, the thrill of spiking with your livelihood. Here, it's mess with poker for a bit, get bored, have a look at roulette, get bored a few birds of blackick, get bored...

Ugly presentation, gaudy graphics and archaic old dealers who leave you twiddling your joyless wire as each card... is... carefully... flipped down. There's a decent in-game coach who offers a bit of guidance, but it's hard to care. What's needed is a more arcadey approach. Selectable personalities, cheat options, chunky graphics. Hell, throw in a story or something. Anything. ■

Andy Lowe



**Gambling with virtual**  
as they replace virtual opponents in a virtual casino. Credit: Image by Andy Lowe



PlayStation  
Magazine

VERDICT

- GRAPHICS Strategy and simulation. Surprisingly 16-bit on consoles. ■
- GAMEPLAY The games themselves are OK, but here they feel endless. ■
- LIFESPAN One a week is best before you exchange it as a lost idea. ■

**OVERALL**  
Sandy a game at all. Of just only as therapy for problem gamblers or console with limited time, using options. Possibly a threat to multiplayer, someone's, but only if you're really desperate.

3

OUT OF 10

CREATE MONSTERS TO FIGHT FOR YOUR HONOUR. THEN REALISE IT'S NOT WORTH IT



# Master of Monsters

## FACTFILE

PUBLISHER	Virgin Interactive
DEVELOPER	Agreus
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£24.95
NUMBER OF PLAYERS	One to two

**A**ll tonight, Gills, our blind dates are... *Doc The Troll* (15-foot tall, leathery green skin, halfnuts) and *Elfre Sorceress* (teen mite and witch what happens).

Run back your armaments. While a wild character creates all your basic troops, the ability to cross/breed your creatures into mightier units is the most intriguing feature of this turn-based, fantasy/strategy game. By moving the happy couple to the magic monastery a new and hopefully meaner beast will result. Hmmm. Of course this is just one

example of the faults which riddle this well-intentioned mess. Even the weakest of your creations enable you to crush the opposition thanks to the omniscient AI. The only hope of a decent battle seems to lie with the 1-on-1-to-1-on-1 mode. However, the pedestrian interface and turgid game pace is sure to score off all but the most devoted of goblin masters.

It's a shame that more effort wasn't put into balancing the many elements of the game or raising its visual appeal a notch above congested vomit. It's really just a curio for the Tolkien-clashed. ■

Kieron Gillen



**Giant dragons and**  
who the AI battle against a building more suited to C&C



PlayStation  
Magazine

VERDICT

- GRAPHICS If *Final Fantasy VII* were god, this would be the devil. ■
- GAMEPLAY Throws a mess of ideas and lets them let where they may. ■
- LIFESPAN If you don't take advantage of the AI, this isn't even a lost idea. ■

**OVERALL**  
While more strategy games are always welcome on the PlayStation, they really do need to provide a lot more strategy than is on offer here. And more game for that matter.

4

OUT OF 10



**NEW LOOK!**  
**ISSUE 13 ON SALE**  
**WEDNESDAY 29TH DECEMBER**

INVADERS FROM SPACE! THEY'RE HERE AGAIN...



# Space Invaders

## FACTFILE

■ PUBLISHER	Activision
■ DEVELOPER	Z-Axis
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ PRICE	£34.99
■ NUMBER OF PLAYERS	One or two

**Y**ou can move left, right and shoot things – and that's about it. The things in question are modern-day versions of the beings from space that invaded arcades back in 1978. Your tank has come a long way in the last two decades, though the concept of being able to move on more than one axis has still evaded the people responsible for the tank's first line of defence.

This version may look prettier, but the gameplay is largely unchanged – it is Space Invaders after all. Enhancements include new alien types and boss levels.

while shooting four aliens of the same type earns you extra weapons. It's a nice idea, but the weapons are so powerful you can complete levels with less than ten shots. The different alien types each have their own attacking style. This adds some much-needed difficulty, but sadly they don't throw anything their worth worrying about. The bosses are a little more tricky, or at least they are at first.

The Two Player Mode shows up your interest for a while longer, but if you've played before, there's a good chance you'll end up playing til' you're sick. ■

Jason Calvert



Boss levels add some much-needed variety, but are ultimately scary bit as hell

## PlayStation Magazine

### VERDICT

■ GRAPHICS	One background, crop aliens, crop tank and crop weapons
■ GAMEPLAY	Fun for a couple of levels, but repetitive and dull
■ LIFESPAN	You won't want to play the same level twice

■ OVERALL  
If you've fond memories of the Space Invaders arcade machine, there's bad left and right. This game lacks a genuine sense of your role being speed followed by an inevitable trip to the toilet in shame.

**5**  
OUT OF 10

HONE THOSE PRIMAL HUNTING INSTINCTS WITHOUT GETTING WET



# Reel Fishing

## FACTFILE

■ PUBLISHER	Grove
■ DEVELOPER	Magnus
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ PRICE	£29.99
■ NUMBER OF PLAYERS	One

**T**he premise is deceptively simple. Stare at the water, rod in hand, 'til a fish spies your bait. The viewpoint then goes subaqueous, and you can watch as your piscine quarry evaluates the temptation before it. Twitch the line a bit and with a bit of luck you'll connect it to bite.

Then you must imagine you are that fish. Your tasty snack turned out to be laced with cold steel. Enrage! you must escape. Swim for your life. Swim, swim... Until, approximately four seconds later, you've forgotten what all the fuss was

about. Which is when, back on the surface, you start reeling in the line, coaxing our fishy friend towards the bank. Should he twig what's going on and get fishy again you'll have to ease off. But play your cards right and he'll soon be flapping in your hands. Extinguish snail.

Actually, it's not really Reel Fishing is about as dull as games get. But it does have a certain specific completeness, helped by the graphics and a difficulty level that rises gently as you graduate from gullible tourist to wily salmon. ■

Jonathan Davies



Photo-realistic, but with fishing, none the less

## PlayStation Magazine

### VERDICT

■ GRAPHICS	Coasting beside the main turbulent beneath it
■ GAMEPLAY	Repetitive, sleep-inducing yet... somehow, fun
■ LIFESPAN	You'll nod off long before you finish it

■ OVERALL  
You might laugh, but fishing games are the new best-kept secret. Reel Fishing is the perfect way to get in on the rambling vision, just don't forget to pack a couple of marshmallows.

**6**  
OUT OF 10

## MEDIA

CD/DVD/NET/COIN-OP

# REVIEWS

PSM'S ROUND-UP OF THE MONTH'S BEST NEW RELEASES

## CDS OF THE MONTH

✖️Extensivator is not like Janserv

## PRIMAL SCREAM

**K** All *Viggoes*, *Plies*, *Estimoteams*. Titles like that could only arise from the *Scream* and in keeping with Bobby G's recent collaboration with *Estimoteam Death in Vegas*, *Estimoteam* is a specialty mixtape of big-beat beats, polka to cutting free jazz, ska, soul, death disco, MCS proto-punk and, well, anything else that *Gallegrae* and *Co. dante* embrace the madness through and you'll find the kind of storming dance anthems the *Scream* have been pawing out since forever from the feedback ark of the title track to the righteous funk of *Estimoteam Plink Bomb*. The *Box* seemed *Big Power* but had hardly *Plank*. *Scream* have been more than *Plank* alive since *Scream* released a *dear* only slightly undermined by the presence of two *Sweetest Eyes* mixes and the previously-released *ADW Adrenaline*. That said? *Plank* *Plank*. **MC**

Verdict: Dance vol' was off  1/5

» [Click here](#) to view more

## WILLIAM ORBIT

[illegible]

Twitter: @Mingus\_Hip, you're more [w/0](#)



Out Feb 2005

**YO LA TENGO**  
And Then Nothing Turned Itself  
Inside Out (Metador)

Black in gear and Tia to Tingo do black only well ordered. CQI amongst in The Week Underground, the Tingo have gone low. Caliber 500 and more (spoonbore) for this double album of off-the-line tracks. Check out Signs Of Chaos among others, for a vibrant atmosphere having. Getting with message and defiant relationships, the second volume over you like looking in black skin artists, with delicate arrangements, gentle melodies, haunting lyrics and great riffs. Available enough for lovers of the *Black* but especially appropriate for heartbeats such *Formas* with dropping tracks like you *Can Move It All*. Take the one side. **DM**

Handwritten: From black to blue, 6/7

[illegible]

**2PAC & OUTLAWZ**  
Still I Rise (InterScope)

[illegible]

Verdict: Death is not the end 6/10



For CPU Dling of a different kind, visit [www.toad.de/www/cool/throwedupturntables.asp](http://www.toad.de/www/cool/throwedupturntables.asp). A cool throwed-up turn fella, you can mix, techno, drum 'n' bass and hip-hop turns while dipping into the sample pot at the same time. Sadly you won't be able to explore much beyond the turntables, unless you're fluent in German.

If you didn't get what you wanted for Christmas then try your luck at the competitions on Sony's official site: [www.playstation-europe.com/playstation/home/games/competitions/compindex.html](http://www.playstation-europe.com/playstation/home/games/competitions/compindex.html). The Game Zone section on the main site is also well worth a visit. It covers all the latest Sony releases as well as links to the majority of other PlayStation publishers' home pages. A visit to the Toybox section will enable you to download different screen savers, wallpapers and a number of other desktop toys. And finally, we highly recommend a peek at the Bianco Rubber Room. Consider yourself warned.

**Catherine Channon**  
is our resident, disc editor extraordinaire.





## PSM VERSUS...

# LIMP BIZKIT

**BIG SHORTS, BIG ATTITUDE, BIG SALES. LIMP BIZKIT ARE RATHER BIG IN AMERICA RIGHT NOW AND THEY'RE HEADING THIS WAY. TIME TO LOCK UP THOSE DAUGHTERS...**

Words **Chris Mayers** Photography **Jack Edgemon**

**"C** hhhh, maa... That was a Mike Tyson punch right there!"

Suite 808 the International Hilton, London and a large American gentleman in a bowtie hat is sat on a plush tugging the pain with the Wu Yang Game. His accomplice a small, chimp-like chap, is in the process of whacking him in the head with Method Man's mallet.

Welcome to the world of Limp Bizkit, white boy rap metal merchants and current flavour of MTV's month Sinecure. Think Brains and Butthead meets Bart Simpson in a head on collision with Rage Against the Machine. Aside from the usual entourage present at this sort of occasion, only two of the Bizkit boys are currently engaged in the gaming extravaganza that is PSM. Venice, Voice of the yowl and face of the band, Fred Durst is due to turn up later. Was the guitar player doesn't play video games and DJ Lethal, formerly of House of Pain, is hung over

and in bed. It's three in the afternoon. Let's go to work...

Are Rawlston and Inspector Deck in here? asks Champ Bizkit: Sam Rivers, the band's bassist. Indeed they are, confirms PSM.

"Decks got a shit album. It's lala. I wanna see Method Man." See what these boys want, they generally get and, right now, what they really want is to become as big in the UK as they are in the US. Their latest album Significant Other shifted millions of copies in the US, thanks to non-stop touring and their breakthrough single — a bizarre cover of George Michael's *Freebie* followed by the MTV-friendly *Breaker*. Like Wu Yang game is kind of fun, but we need something closer to home to appeal to the good ol' boys from Jacksonville, Florida. NFL After 2000 gets lifted from the PSM shelf.

"Huh?" says a somewhat 'stoney' drummer John Otto pulling his hat further down across his eyes. "Let's have just

one more go on this." Taste The Pain says on.

"The only PlayStation American Football game we had was Madden," explains Sam. "We had that three or four years ago when it first came out. We used to bet on that s\*\*t. Oh my God, we were so mad at each other I never got bored on that tour though. Presumably that's what paid for the diamond-encrusted Rolex hanging his wrist."

As it turns out little Sam's something of a gamer from the hardware end of the spectrum.

"I been playing *Final Fantasy VII* a lot. I'm pretty far in on it, but I didn't touch it the whole tour. I had too many other things going on. I'm mostly trying to get a, uh, uh."

What? A Chocobo? A secret Guardian Force? The moment has sadly passed as Sam gets behind around the ear with one of Rawlston's slaps.

"That was dope, says a shocked Sam.

"Yeah, that's that," affirms



PSM: WORTH THE WAIT OFF THE BACK OF THAT SNEAKY ONE THERE

John, thoughtfully.

We have a winner inevitably it's PSM. Ha.

On to the subsidiaries of American Football then, and NFL Blitz. PSM adopts the tactics of a true champion — subterfuge and deceit.

"You played this before?" asks John suspiciously.

Ermmm, nope. PSM acts innocent. Of course this is a blatant lie, Bizkit has been an office favourite for weeks. We lob a bomb over the top, plucked from the air by our star wide receiver which promptly hammered by one of Sam's heavyweight line backs. Damn.

Sam's amused chuckling to himself. "Man, this is funny" as our player hobbles from the field. "He's hurt and s\*\*t. This is like cool cos you can beat people up and stuff."

At which point Chief Bizkit, Fred Durst swaggers in. "Those graphics suck, he barks. "Where's that PlayStation coming out? That's the one I'm waiting for." PSM leaves it to John to was fysical about the game. "That's some dope movies on a dude. You can like look people and s\*\*t."

McDurt takes the hot seat

visibly unimpressed with NFL Blitz. Indeed seemingly disinterested with PlayStation games as a whole.

"I'm waiting for PlayStation, and the Limp Bizkit game" announces Durst to the assembled throng. "I have an amazing idea for it as well — a genius idea — but it's gotta be on the new one because I ain't going for no half-assed graphics."

What's it going to be? Spice World with guns?

"No. Totally different concept, more like Tomb Raider with stacks of different worlds. I'll be phat, man. You could choose different members of the band. It wouldn't be a fighting game, but it'd be really cool to have like weapons. That would be phat, like really killer characters."

Durst's working himself into a lather. "I think it would work in either the real world or totally made up dimensions. I'd want it in a world like L.A., where it just goes on forever. Those things look pretty real to me. I get quite obsessed."

Into Tomb Raider then? Durst goes quiet and suddenly very serious, "Tomb Raiders the phattest game in



Chief Bizkit: Fred Durst. When this was shot with PSM, the man, he like they would be... Respect

**"I'm waiting for the Limp Bizkit game. I have an amazing idea for it — a genius idea..."**

the world." It seems like games play a major part in his life.

"I started playing *Porg* and I played *Assaults* and *Pro-Axis Jover*. *Defender*... I love videogames."

It's time to show Mr. Dunt that our favourite little grey box isn't has some life in it yet. Tony Hawk come on down...

"Tony Hawk is the best game they've got on there," confirms John.

"Is it that?" asks Fred.

"Dude, it's sick."

Indeed. We lock off with a game of *Horse* which sees FSM riding up the poles, leaving Fred to struggle with his rollers. He tries quickly.

"Can't we cruise around a bit and s'm? This on PlayStation2 would probably be unbelievable."

Fred dives into the Warehouse level and begins to pick up skills. Simple grinds build up into elaborate spins.

"I like this game. Just give me a couple of days practice, dude, this is addictive."

After every two minute run he hits re-try, again and again. What does he think now?

"I think it's dope. I think it's the best game I've ever played."

Be-thorned, up metal band like skateboarding game. Who would of thought it? ■

>>>The band's current album *Significant Other* is out now>>>

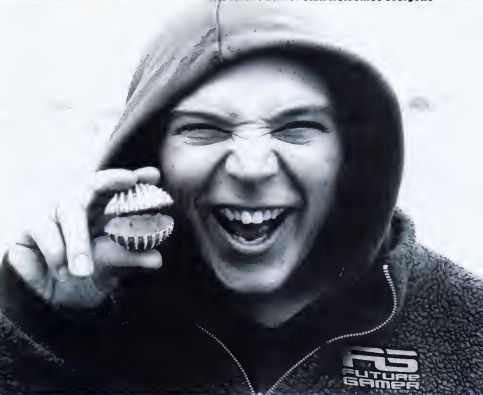


## Under the scrutiny

of our B-listers are *MTV*, *Blitz*, *ESQ* ("There's some huge names on it, dude...") and *Ray* (*Man's Skateboarding* ("Dude, this is addictive...") Dude...

# [ FGC ] \_ Shell

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# UNIVERSITY CHALLENGE



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UNIVERSITY OF LONDON UNION WAS HOST TO THE QUAKE II UK STUDENT CHAMPIONSHIP GRAND FINAL...

**A**ll over the UK, rabid frappers have been battling furiously in the Quake II Championships, but only the strong stride on to the final showdown at the University Of London Union. Stuart "And Here Come the Belgians Hahahahahaha" Hall hosted the Grand Final which saw 12 go-thrifty finalists line up for the chance to win a holiday in New York City. Find out who's the most headish frapper of them all...



**RICHARD ELLIOT - DURHAM UNIVERSITY**  
"I lost Quake II because I got lost and I had to go to New York City."



**FRIED TAAL - NEWCASTLE UNIVERSITY**  
"I am looking for 100,000 downloads and playing their best game."



QUAKE II FINALISTS AND HOSTS AT STUART HALL



**TAMILAN NAGAR - BRUNTON HALL, WEST YORKSHIRE**  
"I think I have won and I am a finalist."



**KEITH PLUMMER - UNIVERSITY OF BRIGHTON**  
"We have won it but we are the best frapper."



**THOMAS PORTER - LIVERPOOL JOHN MOORES UNIVERSITY**  
"I think I am the best but you can have it as a finalist. It is a rocket launch and a victory."



**DAVID SMITH - BRUNTON HALL, WEST YORKSHIRE**  
"I saw Quake II. It's an action from the real world."



**AMY PATEL - KINGS COLLEGE, LONDON**  
"I think I am the best but you can have it as a finalist. It is a rocket launch and a victory."

More info on Quake II at [www.quake2.com](http://www.quake2.com)

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LIGHTSTICKS AT THE READY AND FLUFFY BRAS AHOY AS DEMO 55 GETS FUNKSOME



**EDITED BY: Catherine Channon**

Comments, queries and blather to [discontents@psmonline.co.uk](mailto:discontents@psmonline.co.uk) or fax us on 01685 703091. Sorry, we are unable to answer you queries over the telephone.

**L**adenzes and gentlemen, good evening and welcome to Club PSM. This month sees our little black number during down its Buffalo and stompy on to the dance floor. Tunes and visuals are provided by Music 2000 and Y2K, while in the Go Go Cage this evening will be the, ever-gripping Action Man. Celeb guests include Eddie Irvine and Michael Schumacher plus those Gatecrasher lookalikes, the Mlow Marlow. Marrowsum, eat your heart out...

**Catherine Channon**

## TO USE DISC 55

Load the disc and scroll through the song choices using  $\leftarrow$  and  $\rightarrow$ . Press  $\odot$  to select the song you want. At the end of some of the songs you will need to reset your console.

### Problems with your CD?

Look to your disc, insert your disc in its envelope and send it back to the following address. We will test it at 1/3 its fully self and you another CD. Your note we do not keep old discs in stock.  
Official UK... (Address to go to: Disc Return, Customer Service, Sony Publishing, Corp, David, Manchester Road and F... Sarnborough, Sarisbury SO1 1FR)



Select your song from Music 2000's huge selection. Lay down beats, generate and create, play test track and then mark them in your own control.



## Music 2000

■ <b>FULLSCREEN</b>	CodeMaster
■ <b>STYLE</b>	Music Creation
■ <b>PROGRAM</b>	Flamboyant: Demo

**E**lick on the screen, and guaranteed to give you more street cred than a gold Amex is Music 2000. After the massive success of the original Music, Codes have been getting even more creative with their creations. For those of you that missed out, Music enables you to mix your very own tracks from a massive selection of hip-hop, techno, and house samples. You can even make your own video to go with your track. So without further ado PSM presents the next installment of Music: the program that makes DJing something even your Granny can do. Well, maybe.

### ■ Controls

- Ⓢ Go back a level (takes you to the main options screen if you get stuck)
- Ⓢ Open menu for current level. You will find the other short-cut buttons

- Ⓢ and help text, listed on each menu
- Ⓢ Action (select or paste)
- Ⓢ Delete
- Ⓢ Move about the screen
- Ⓢ Begin play/back/end play back
- Ⓢ Open up the library for the current level
- Ⓢ Opens up the palette for the current level
- Ⓢ Short-cut for editing areas in Music Jam Mode
- Ⓢ Open up the menu

### ■ Additional features

The full game features an amazing sound sampling facility. You can place any music CD into your PlayStation while Music 2000 is loaded and lift your favourite samples and loops from it.

### ■ Further information

Scratch back to PSM31 where we rifle the sleeve of Music 2000.

# DISCONTENTS

## Action Man Mission Xtreme

**PUBLISHER** Psygnosis  
**STYLE** Action/Adventure  
**PROGRAM** Playable demo

**T**hat old plastic classic, Action Man, is about to storm your PlayStation for some thicker-coloured hijinks. You join him in his battle against criminal mastermind Doctor X and his dangerous accomplices and inevitably, only of crop top can save the world from X's depraved plot. Your first mission on our demo is to stop Professor Gengren's forces from raiding the city. Use the radar to direct you to the bad guys and destroy them on sight. You can use vehicle pick-ups, (shown on screen as little spinners) to repair your car and you can pick up power points (which have the Action Man logo on them) for special bonuses. The second mission is set in the desert. Gengren's forces have been stealing equipment, but nobody knows why. Investigate his desert lab to uncover his plans. The entrance to the base is hidden so your first objective is to find concealed code key pieces. Use your metal detector. Watch out for the guards, they want you dead.

**Controls**  
 Vehicle Controls

↑ Accelerate/forward  
 ↓ Reverse  
 ←/→ Turn left/right  
 Analogue All directions  
 [X] / [O] Pause menu/mission objectives  
 [C] Fire weapons  
 [Z] Accelerate  
 [V] Reverse  
 [B] Handbrake/turn  
**Action Level controls**  
 [R1] Sniper Mode zoom out  
 [R2] Walk (field down)  
 [L1] Sniper Mode zoom in  
 [L2] Look around (field down)  
 [A] Action/attack/fire  
 [S] Weapons/inventory  
 [X] Single jump (x) or double jump (y)

**Additional features**  
 The full game features a multitude of both action and vehicle based levels. These are times when you'll be required to control planes, boats, bikes and cars.

**Further information**  
 We took a peep down Action Man Mission Xtreme's trousers in PSN4



## F1 '99

**PUBLISHER** BDF  
**STYLE** Racing/sim  
**PROGRAM** Playable demo

**G**et up to speed with the latest game in Psygnosis' F1 series. Heading player on from of F1 '98, new developers Studio 35 have gone back to the drawing board to create the game dedicated Formula 1 fans have been waiting for. They've even included the new Sepang Malaysian track. The game's basic mechanics have been re-tuned, re-boarded and tweaked to perfection, and as ever PSM is on hand to prove it to you, so without further ado over to you Murray. The demo enables you to compete as many quick races as you please. The venue is the home of British Grand Prix Silverstone. You have a choice of cars, drivers and teams including Ferrari, McLaren and Jordan. Stats are displayed on screen, giving the drivers previous wins, poles and starts, and if you go to the options screen you can even check out their high scores.

**Controls**  
 ←↑↓→ Steer  
 Left analogue Slew  
 Right analogue ↑ Accelerate  
 Right analogue ↓ Brake

[O] Accelerate  
 [B] Brake  
 [X] Change view  
 [R1] Front on view

**Additional features**  
 The full game features a complete selection of accurately mapped circuits from the '99 season, along with all the cars and drivers. You can compete in quick races, or a full Grand Prix season. The choice as to how to win is yours.

**Further information**  
 PSM pulled Formula 1 '99 in for a pit stop back in issue 54. Check it out for the full lowdown.





Your mission, should you choose to accept it, will involve a high-speed car chase through busy city streets, or dangerous combat situations with Gengre's guards.



McLaren, Ferrari... There's an entire garage of F1 cars and drivers for you to play with. Just watch out for those corners. At 180mph they come out of nowhere.



**Scramble, scramble, scramble:** You've got to keep on your feet and the others are killed with enemy aircraft. Destroy them all.

## Ace Combat 3: Electrosphere

**PUBLISHER** SCE  
**STYLE** Flight combat sim  
**PROGRAM** PlayStation 2

**A** rare sighting of that mythical beast – the PlayStation flight sim Ace Combat 3 looks the after-  
burning, G-LOCing pylon-pinging business as you attempt to be the Cruiser enclosed in little more than a supersonic dart. While it plays minutely Narnia have speed things up by pitching you into a volatile near-future setting. People no longer fight for truth, honour or the American right-of-way they fight for money. The world is dominated by two sinister mega-corps who take the term out-thrust competition a little too literally. Result? High-flying company mps don't drive around in Ford Mondeo, but do business from the comfort of their combat fighters. As a pilot for the Neo United Nations, it's up to you to restore order – violently. Peace is not an option. Our demo requires you to destroy all enemy craft on sight – it's a dirty job.

### Controls

#### Left analogue

↑ Pitch down  
↓ Pitch up  
← Left roll  
→ Right roll

#### Right analogue

↑ View up  
↓ View down  
← View left  
→ View right  
Machine gun  
Missile  
View radar  
Change selected target  
Decelerate  
Left yank  
Accelerate  
Right yank

### Additional features

The full game features over 20 aircraft, plus ten additional enemy planes.

### Further information

PSM comes out all final checks on Ace Combat's credit on page 106 of this issue.



This air-to-ground mission requires you to destroy a number of key targets, including a vital supply bridge.

## Eagle One: Harrier Attack

**PUBLISHER** Interphase  
**STYLE** Air combat sim  
**PROGRAM** Flexible demo

The demo disc is a veritable flying circus this month as we double the aerial fun with our second flight sim of the month. This one has a classic appeal offering honest-to-goodness Commie bashing with Blighty's very own 'Best Of British' Harrier Jump Jet. But before you loop your Union Jack boxes over yer lapfles and prepare to liberate the Malvinas, it turns out that our faithful Harriers have been sent to the Yanks. They're bawling their britches over some terrorists who've destroyed military communications with a devious electromagnetic pulse and, in the confusion, taken control of Hawaii. If we were terrorists we'd want to live on a tropical island too. There's only one solution: jump into your jump jet, fly to Hawaii and prepare to unleash a smorgasbord of destruction on their beleaguered clod toes. Your mission in our demo is to destroy the bridge over Puuwaia. This will buy time for your

forces by preventing reinforcements reaching the terrorist group. You will need to refuel first, though.

### Controls

- ① Increase thrust: rise upwards (Hover Mode)
- ② Speed up (Jet Mode)
- ③ Decrease thrust: sink downwards (Hover Mode)
- ④ Slow down (Jet Mode)
- ⑤ Change weapon
- ⑥ Fire weapon
- ⑦ Change target
- ⑧ Change view

### Additional features

The full game features a rather nifty Two-Player and Two-Player VS Mode plus a Training Mode for those pilots still wet behind the ears.

### Further information

A full review of *Eagle One: Harrier Attack* is coming up next issue.

# Video Gallery

PSM'S REGULAR LOOK AT FOOTAGE OF TOMORROW'S GAMES

## Colony Wars: Red Sun

**PUBLISHER** GIGAWATT  
**STYLE** Space combat  
**PROGRAM** Soulful demo

This space combat game is the third in Psygnosis' successful series. In *Red Sun*, you play the part of a military agent and, unlike previous titles in the series, you are able to choose your own mission.



## Team Buddies

**PUBLISHER** ACCE  
**STYLE** Strategy game  
**PROGRAM** Rolling demo

You join the Team Buddies (a bunch of jelly bean shaped characters, who seem intent on obliterating each other in a kind of Wars-of-the-Ash scenario. You're in charge of a team of buddies whose complementary gifts include laser stealth, medical skills and even cybernetic powers.



## Gran Turismo 2

**PUBLISHER** POLY  
**STYLE** Racing sim  
**PROGRAM** Rolling demo

The biggest release of the year is getting ever closer. It really is. We promise you, you won't have to wait much longer. It's the one and only Gran Turismo 2, and another chance for you to watch the delicious Poplitechies rolling demo.



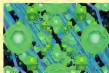
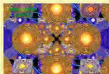
# Micro Maniacs

**PUBLISHER** Codemasters  
**STYLE** Miniature racer  
**PROGRAM** Rolling cube

The latest installment of the hugely successful *Micro Machines* series, *Micro Maniacs* is on its way to a radical departure from previous *Micro* games, you'll no longer be racing round tracks in miniature cars or tanks, but running fast races with little nutes instead. Characters interact with their over sized surroundings for more than was previously possible. They can run, jump, slide and climb as well as compete in Battle Modes, where characters use various fighting moves and special attacks. This demo spawns actual races, so it charges every time you run it - just watch their little legs go.



The *Micro Maniacs* are far more agile than their earlier counterparts. They can run, jump and climb just about anywhere.



## YVJ

**PUBLISHER** SCE  
**STYLE** Video sequencer  
**PROGRAM** UK: 16

Anyone who hungers for something a little more accessible than *Musik 2000* ought to check out *YVJ*. Load it up from the demo disc, [use] to select it from the menu. Then put in your favourite music CD, watch the pretty patterns and groove in time to the tunes.

# NEXT MONTH'S DEMO DISC

NEXT MONTH'S LINE-UP INCLUDES...

- THE THUMB-TESTING **LE MANS 24 HOURS**
- THE SWEETLY-REBELLIOUS **RENEGADE RACERS**
- THE SUBUMBLY-NAUSEATING **ROLLCAGE STAGE II**
- PLUS! ACTION WITH **SPACE DEBRIS** AND **COLONY WARS** PLUS! **DEMOLITION RACER**, **N-GEN** AND MORE!



Demolition Racers



Colony Wars: Endless War



Rollcage Stage II



Le Mans 24 Hours





FOR PLAYSTATION2 FOREVER

## REBORN IN THE USA

OFFICIAL EXCLUSIVE!

EXCLUSIVE DUKE NUKEM DETAILS, STRAIGHT FROM THE PRESIDENT

**T**his Duke game will be "much more serious" according to Erik Dyke, president of n-Space, developers of the ill-fated PS2 Duke Nukem game revealed in last month's PSM. "It's far too early to reveal the plot, but we will be establishing parts of the Duke backstory and revealing the history of an important character in Duke's life."

n-Space have been working on the title (in conjunction with series creators 3D Realms) for almost a year. "We're working on key gameplay issues at the moment, revamp track, trying to make this an action game with strong story elements. There will be levels, but they'll flow more like acts in a movie than chapters in a book."

Speculation that this new project could be Duke Nukem Forever for PlayStation was crushed by Erik. "This is an entirely original game. The PC gaming experience is so different to the console one, that a straight port wouldn't do the game justice." But with the processing power of PS2, surely we'll be seeing some multi-layer action? Erik refused to be drawn. "That still is to be determined - our current focus is on single-player. Wait and see."

Having finished a publishing deal with

**"We're working on key gameplay issues, trying to make this an action game with strong story elements"**

Rockstar Games, the development team has now been brought up to full strength and are continuing work on the story and preliminary concept. They also reckon they've got the jump on some other developers. "Our technology is already running on PS2 and that will help keep us focused on the important things, like gameplay." Already running on PlayStation? Oh, to be a fly on the wall at n-Space. ■



More guns, more ladies and more gore. Must be the latest installment of Duke Nukem, heading to a next-generation console near you

MORE FLANNEL

## HERE COMES THE SUMMER

ELECTRONIC ARTS STUMP UP CRICKET 2000 FOR A SPRING RELEASE

**F**iche Boward and David Gower step up to the crease to provide the commentary for EA's latest millionai sports fix. Yip, this time it's cricket, and you can bet your middle stump it'll be the usual EA Sports pseudo-

realistic affair, dressed better-than-on-the-telly presentation.

The games based on the 1999 World Cup and features over 500 motion-captured animations of top international players. A great deal of time has been devoted to the development of the ball physics, which apparently

calculate the ball's bounce according to the way it was delivered by the bowler.

Cricket 2000 includes ambient stadium sounds (except polite applause and dubious cheering) and a variety of camera angles. Check out the stump cam for a worm's eye view or the batter's cam to experience the sheer terror of a 100mph too.

Since the teams are based on those from the 1999 World Cup we can also look forward to playing as the invincible England team. Or maybe not... ■



**"Check out the stump camera for a worm's eye view, or the batter's cam..."**

Your chance to triumph where the England squad have failed



# TOP

COUNT 'EM, 592 GAME REVIEWS SQUASHED INTO SIX PAGES. THE PSM DATABASE - DON'T LEAVE HOME WITHOUT IT

**A**  
**ACE COMBAT 2**  
SCEE / PSX02 / SCEE / PlayStation  
Fastest and most fun flight-simulator you can find in a box.

**ACTION MAN MISSION XTREME**  
Namco / PSX04 / SCEE / Action/Action game  
Down it with 100% fun, but increasingly bizarre, 'stunt games' for the many days.

**ACTUA GOLF**  
SCEE / PSX01 / SCEE / Golf  
Great, elegant simulation and superb commentary are built for a golf fan's dream.

**ACTUA GOLF 2**  
SCEE / PSX02 / SCEE / Golf  
Great, elegant and new look, but it's not the best golf game yet.

**ACTUA GOLF 3**  
SCEE / PSX03 / SCEE / Golf  
For the realists and fan only. Great control system and advanced physics.

**ACTUA ICE HOCKEY**  
SCEE / PSX04 / SCEE / Ice hockey  
Very realistic game in an ice hockey and very realistic physics. Not too much, a clear winner.

**ACTUA ICE HOCKEY 2**  
SCEE / PSX05 / SCEE / Ice hockey  
Like the first, but not as good as the first. But it's still a great game for the ice hockey fan.

**ACTUA SOCCER**  
SCEE / PSX01 / SCEE / Football  
A good, but not the best, soccer game in the PlayStation game line.

**ACTUA SOCCER 2**  
SCEE / PSX02 / SCEE / Football  
A more game for the fan of the first, but not the best.

**ACTUA SOCCER 3**  
SCEE / PSX03 / SCEE / Football  
Like the first, but not as good as the first. But it's still a great game for the soccer fan.

**ACTUA SOCCER 4**  
SCEE / PSX04 / SCEE / Football  
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**ACTUA SOCCER 5**  
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**ACTUA SOCCER 6**  
SCEE / PSX06 / SCEE / Football  
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**ACTUA SOCCER 7**  
SCEE / PSX07 / SCEE / Football  
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**ACTUA SOCCER 8**  
SCEE / PSX08 / SCEE / Football  
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**ACTUA SOCCER 9**  
SCEE / PSX09 / SCEE / Football  
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**ACTUA SOCCER 10**  
SCEE / PSX10 / SCEE / Football  
Like the first, but not as good as the first. But it's still a great game for the soccer fan.

**AIRNAUTS**  
SCEE / PSX01 / SCEE / Action  
A great game for the fan of the first, but not the best.

**AIR RACE**  
SCEE / PSX02 / SCEE / Action  
A great game for the fan of the first, but not the best.

**AVIATION EVOLUTION**  
SCEE / PSX03 / SCEE / Action  
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**AVIATION EVOLUTION 16**  
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**AKIRA KUNIKIDA'S SMASH**  
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**AKIRA KUNIKIDA'S SMASH 2**  
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**PLATINUM OF THE MONTH**  
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**PLATINUM OF THE MONTH 2**  
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**B**  
**BARRY UNIVERSE**  
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# WIN! TASTY WU-TANG TREATS



In a surprise act of generosity, Activision are celebrating early hip-hop maestro Tim Westwood's death by celebrating the release of Wu-Tang's *Taste The Pain*. One lucky reader will receive the following goodies as actually used on the record *Taste The Pain* tour:

- PMS-005 Anti-B Vestax Remote mixing controller
- 2 x P.D042 Professional direct effect samplers
- Plus a set of limited edition Wu-Tang tape!

Another 50 winners to will each receive Wu-Tang cassette, 15-track 3-channels of winning, some close to the question below as a postcard to the 'Wu-Tang Complete 55' in the world edition. And that question is...

Q. How many people are there in the Wu-Tang Clan?

Winners will receive: *Taste The Pain* cassette, all 15 in 3-channels of winning, some close to the question below as a postcard to the 'Wu-Tang Complete 55' in the world edition. And that question is...





AND FINALLY...

# My Development Hell

Text: Nick Ellis  
Illustration: Stuart Harrison

THE PLOT THICKENS EVEN MORE WITH POWER DOG FOOD, DUBIOUS DEMOS AND A MARKETABLE IDEA...

**F**ello and welcome – NOT the same thing! – to Part The Fourth of my over-sightful mosaic of the mosaic of videogame design. This month? The dog moves! And so do I.

**Tuesday, 7 December**

Great news! I've picked myself up from my temporary sleeping bag home (next to the office water cooler) and moved into a bed in West London. Games, to be exact. It's a bit small, but generally pretty decent. There's actually a really good 24-hour shop nearby which sells Pot Noodles – the staple diet of a semi-inebriated videogame producer! Anyway you don't want to hear about my life. Do you? Let me know if you do. Usual address.

**Wednesday, 8 December AM**

On my way into work I was reviewing some of your comments about The Game so far. In fact, I must have made it clear that I wanted your comments, because I only got one! From Alex in Liverpool. He suggested

the name *Lothar's Dog Days*, which is quite good, but sounds to me more like a future sequel in which Lothar goes off on a separate adventure or something. At the moment, I'm leaning more towards *Lothar: Wozzledog!* With the exclamation mark, of course.

**Wednesday, 8 December PM**

The programming team call a meeting to show everyone a working technical demo of Lothar's look and movement. But I have to say, it's all wrong. The main problem is he's on four! I try to explain that it should be more anthropomorphic, but only producer Phil knows what it means. "You mean like Crash Bandicoot?" says graphics guy Kerfa. I say not really, just that, y'know, he has to be on two legs if you're to think of him as a sort of hard-boiled American GI or something. Blank looks all round. The drawing board beckons. One good thing, however: I sketch designs for Lothar's various types of Power Dog Food. Spilen & Tomato makes him bigger and able to move heavy objects. Bladder & Cheese makes

him small and able to fit into tiny places, and Official Deluxe turns him into Ultra-Lothar, who is invincible for a short time. I say we need at least five more.

**Thursday, 9 December**

Today I'm dismayed to learn the design team have been working on a technical demo for *Harbal*. The Cat (the previously rejected character). No-one can tell me why, but then producer Phil calls me in for a chat. This ladies and gents is the standard shorthand to say that things aren't going too well. Phil says that my "input" has been far from ideal and that, in the absence of my inspiration, everyone has decided that the game should feature both characters – Lothar and Harbal. I'm a bit put out, but then something magical happens! I come up with a class innovation: what if the game could incorporate two players – on one PlayStation – at the same time, each controlling a separate character!



Think of something, I say. Like a cross between *Final Fight* and, say, *Tomb Raider*. A combination of puzzle-solving and arcade action! Each character has his own power-foods and the two must cooperate to progress. Phil loves it. He says it's original and extremely marketable – something about an ideal male/female combination. Progress! ■

**NEXT MONTH:** Demos, level design, a new character, cage sponsorship, and a surprise resignation! Gulp!

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